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J. B. BELL,  
President National Roque Association of America.

# ROQUE GUIDE

AND OFFICIAL RULES GOVERNING  
— THE GAME —

A S A D O P T E D B Y , T H E

## NATIONAL ROQUE ASSOCIATION OF — AMERICA —

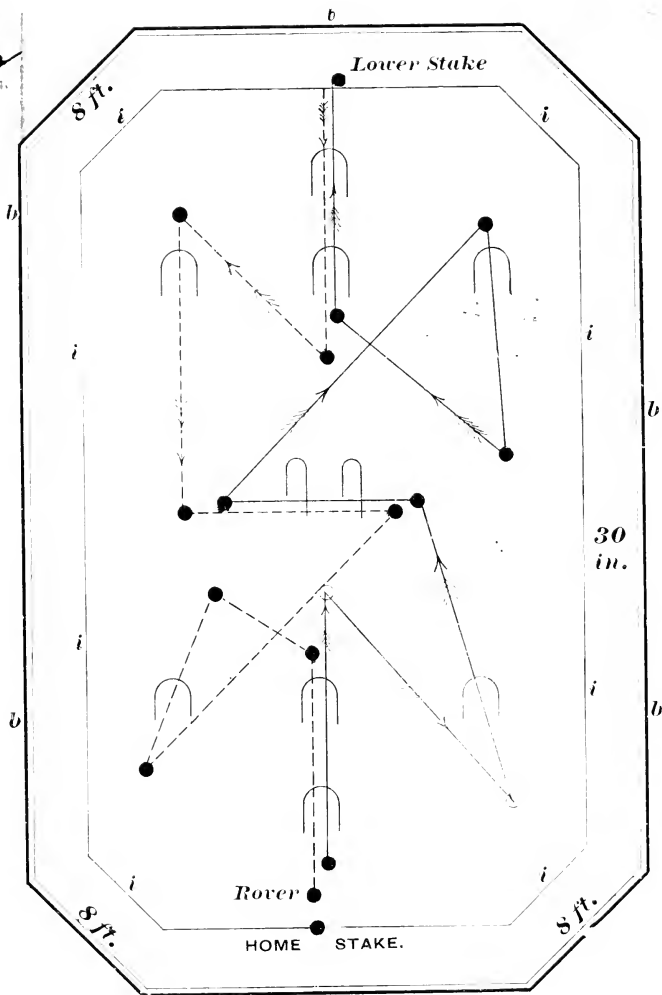
A U T H O R I Z E D E D I T I O N

REVISED AND CORRECTED BY THE NATIONAL  
ASSOCIATION UP TO AUGUST, 1902

PUBLISHED FOR THE ASSOCIATION BY THE  
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## Description of Courts and their Construction.



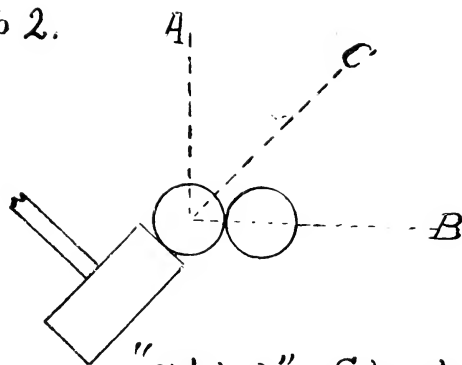
On the opposite page will be found the plan of a ground as adopted by the National Association, the dimensions of which are as follows: length, 72 feet; width, 36 feet; corner pieces, 8 feet long, inside measurements, with a line denoting the boundary of the field 30 inches from the inside of the border. The surface should be devoid of grass or turf, well rolled, evenly scraped, and slightly sprinkled with fine sand to hold the balls. The best grounds have also rubber borders placed on the timbers at such a height as to render carom strokes easily made. The stakes should be 1 inch in diameter and  $1\frac{1}{2}$  inches high, situated outside of the above mentioned line at the centre of the width of the field. The first wicket to be 7 feet from the stake; the second, 7 feet from the first, on a line extending through the middle of the field; the side arches to be 6 feet 3 inches from the border, on a line with the second arch from each stake; the cage or double wicket in the centre to be 18 inches long and  $3\frac{3}{4}$  inches between the wires, and set at right angles with a line drawn from stake to stake; the other eight arches to be  $3\frac{1}{2}$  inches between the wires.

The border, *b, b, b*, is best when made of some hard wood that will not warp, not smaller than 4x6 inches, laid flat to serve as a cushion for carom shots; this timber or border should be beveled  $\frac{1}{2}$  inch, making it measure 6 inches wide on top,  $5\frac{1}{2}$  inches wide on the bottom and 4 inches high, which will prevent balls from jumping up or off the ground when used as a cushion.

The boundary line, *i, i, i*, is simply a light line drawn 30 inches from or inside the border to indicate the boundary of the field (see Rule 37). This line can be easily made with a marker, having a small projecting nail point, drawn around the ground and held against the border, securing uniform distance.

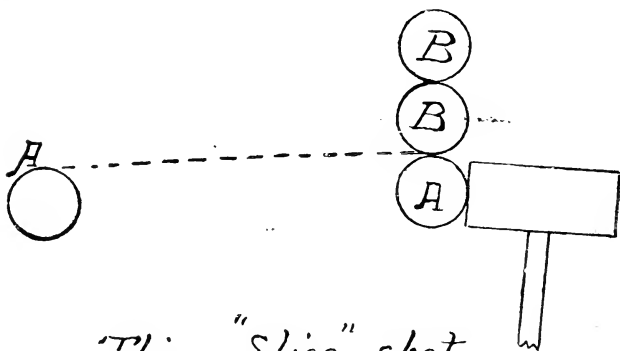
The arches should be made of steel not less than seven-sixteenths of an inch in diameter and should be inserted several inches in a block of hard wood at least 4x6x8 inches in size, so as to secure the greatest possible firmness. These blocks are buried beneath the ground about an inch and a half from the surface. The courts are kept level by the use of iron shod scrapers and a heavy iron roller.

No 2.



"Split" Shot  
illustrated

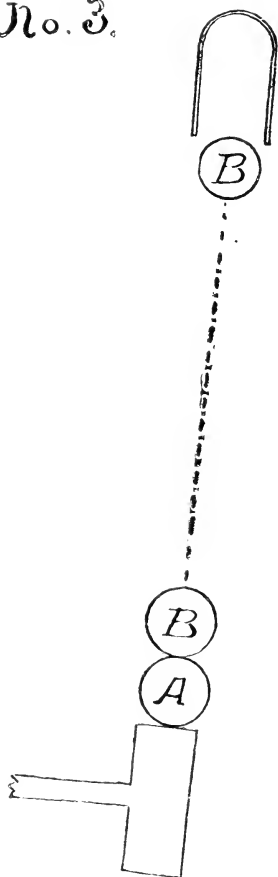
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Thin "Slice" shot.  
*B* being only slightly displaced

"The Golfer," published in Boston, kindly offered its columns to the National Association for the furtherance of the interests of ROQUE, and the offer was accepted and this journal has been and will be, the official organ of ROQUE. Charles Jacobus, of Springfield, Mass., was elected the official editor of the association to make the necessary changes in the rules and to supervise the ROQUE columns in "The Golfer." Any questions pertaining to points and interpretation of rules will be answered by the official editor.

No. 3.



"Wiring", or hiding, next ball. "B"  
by direct Roquet-Croquet,  
(done by usual stroke of mallet)





## Concerning the Game of Roque.



---

The remarkable development of the game in accurate and scientific play, has paved the way for, or rather required, the preparation of courts and the entire equipment of the game to be of the highest possible excellence.

It is very little trouble to maintain a good ground, when once properly prepared, and the natural soil in most localities serves as an excellent basis for the surface, and this should be sifted, if necessary, to free it from stones and pebbles and a slight sprinkling of fine sand used after the courts have been evenly scraped and thoroughly rolled.

There is no other field game that can compare with Roque as a test for good temper, forbearance, and that prince of manly qualities, fairness.

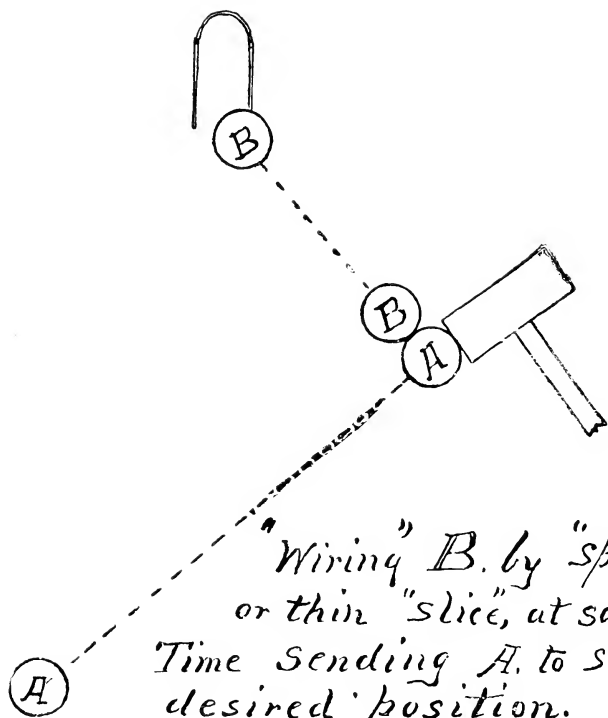
We have known characters vastly improve by courteous companionship and prevailing geniality on the Roque ground. The old-fashioned wordy strifes and contentions, cherishing and continuing ill-feeling, are unknown, and aside from the beneficial physical advantages, these features must also be regarded in taking stock of the benefits of Roque.

Roque needs no special dress. The absence of excessive physical exertion is suited to those who would, if compelled to change suits, take no exercise at all, and they can return to business or any avocation after an hour of Roque with linen and clothes none worse for their effort, and with an exhilaration that outdoor exercises invariably secure. It is especially adapted to sedentary persons, and those in mature life to whom the vigorous roughness of base ball and the lively skirmishing of lawn tennis would be anything but a pleasure.

An organized club reduces the items of expense to a minimum, and it requires but two to play the game.

Roque is as scientific as billiards. There is a greater field (literally as well as otherwise) for strategy, the exercise of deliberate judgment, nerve, coolness and boldness of play in Roque than in billiards, much as some may question the truthfulness of the assertion. The eye and

No 4.



the hand become trained. Lawn tennis calls for muscular action in immediate response to counterplay. Judgment must be instantaneous and muscular movements rapid and fatiguing. Roque stands in strong contrast with its deliberate strokes, its moderate exercise and non-fatiguing efforts, even when prolonged. It is richly deserving of increased interest.

The high degree of skill of which the game by the introduction of narrow arches, hard rubber balls, and the most approved implements of play has been made capable, prevents it from being regarded as fit only for children. The average age of the contestants at the last two tournaments of the National Association at Norwich, was over forty years.

The chief points of excellence in Roque may be enumerated as follows:

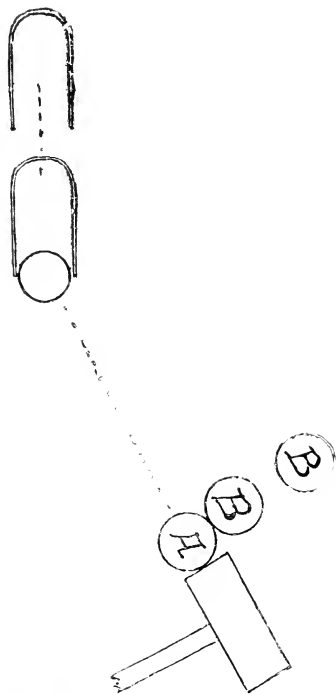
*First.*—Accuracy in making one ball hit another from the blow of the mallet. Here the accurate eye and the trained hand are needed, for at a distance of 70 feet a ball  $3\frac{1}{4}$  inches in diameter subtends a very small angle, and a very slight divergence of the line of direction of the impinging mallet will cause the struck ball to go wide of its desired course.

*Second.*—Ability to take position in front of arches so as to pass through them successfully, for the arches being only  $3\frac{1}{2}$  inches wide give little chance of passing through to a ball of  $3\frac{1}{4}$  inches when in a "wild position."

*Third.*—The making of carom shots. The only means whereby a person can hit a ball when wired, is by caroming upon an arch or from the border. Apparently impossible shots are thus frequently made, and although the accuracy is not so great as in billiards, yet there is the greatest opportunity for the display of skill and the exercise of judgment in the matter of making carom shots from an arch, or from the border. Sometimes the ball makes several caroms before hitting the desired ball. The use of rubber borders greatly facilitates carom play.

*Fourth.*—"Wiring" an adversary's ball so as to leave no ball "open" or "exposed." This is done sometimes from a distance of fifteen or twenty feet; and last and greatest of all, is good generalship, for without this all excellence attained in the three preceding

No. 5.

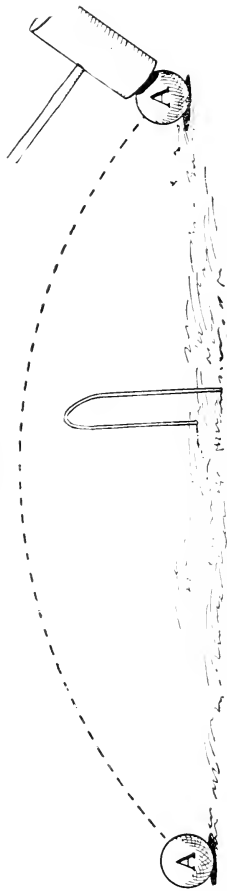


Getting "Position" in the  
"Cage" by "split" Shot.

points will be manifested in vain in a hard-fought game. Closely associated with the first, is the ability to "drive" the ball at a certain angle to reach a position desired. This will be attempted only when the balls are near together, for at a long range the only attempt is to hit the ball. It is possible also that "jump shooting" ought to be added to these, for this, at first thought seemingly impossible method of play, is a special feature with some players, and not infrequently they are relieved from an otherwise inextricable position by a timely jump shot, by which a ball from a peculiar downward stroke of the mallet may be made to pass over one or more intervening arches and "capture" a ball supposed to be safe from all danger. [See Fig. No. 6.]

The National Association meets in Norwich on the third Tuesday in August each year. This city has been a genuine Mecca for years to lovers of Roque. Easily reached, the Rose City of New England is especially a haven of delight, and the third Tuesday in August is looked forward to by Roquers with the eagerness and unconcealed pleasure of children looking forward to the joys and festivities of Christmastide.

Nº 6



METHOD OF JUMP SHOT ILLUSTRATED.



## To the Beginner.



In this, as in every other game, there are certain general principles to guide one in his play. Before referring to these, however, and supposing the court to be in order, with border and arches, stakes and boundary line, arranged according to directions, let us notice the balls and mallets.

### THE BALLS.

The balls that have met with greatest favor have been the so-called hard rubber balls, as these are unaffected by moisture and always retain their sphericity. Balls of the same material as golf balls and absolutely non-breakable are now being manufactured and will doubtless find favor with many. The regulation ball is three and one-fourth inches in diameter. They can be easily painted by using a preparation of white shellac dissolved in alcohol, mixing with Chinese vermilion for red, Prussian blue and zinc or flake white for blue, and zinc or flake white for white. Thus painted they will dry in a few minutes and wear for several days.

### THE MALLETS.

The greatest liberty is allowed (see Rule 3) in the construction and selection of mallets. There is no standard mallet, as individual tastes differ so much as to size, length of head and handle, weight and material, according to the desired expense. But the most approved are from 7 to 8 inches in length and from  $2\frac{1}{4}$  to  $2\frac{1}{2}$  inches in diameter, generally banded with substantial metal bands to withstand a heavy blow, and with one face provided with soft rubber for certain scientific strokes, otherwise impossible to be made. The size and weight should be that which, after trial, the player likes the best.

### POSITION IN STRIKING.

As regards the position in striking, let every man be a law unto himself. My way might not suit you, and your way would not suit me; yet while occupying very different positions, we may aim and execute with equal accuracy. Do not be too long in your aim; a quick stroke after getting your line between two balls is generally



Photo by Sheldon, Northampton, Mass.

L. P. BRYANT,

First Vice-President National Roque Association of America.



the most accurate ; but there is one point that all must observe if the ball is to hit the mark: after getting your line of aim, and your mallet resting ready for the stroke, keep your eyes fixed on your own ball. Any deviation, either for short or long shots, will end in failure.

And now as to a few general principles to be observed :

*First.* Keep with you or your partner the "innocent" or last played ball of your adversary.

*Second.* Keep the "danger" or next playing ball of your adversary wired as much as possible.

*Third.* When you can make no further run, give the partner ball the best set up you can.

*Fourth.* Do not play for the danger ball when, if you miss, you give your adversary a chance better than he had before.

*Fifth.* In making a run, provide as much as possible for points ahead. Do not leave balls behind you if you can avoid it, except the danger ball, if wired.

*Sixth.* Avoid leaving the balls in bunches. as a jump or carom shot is much more likely to hit them in that case than when located singly.

To bring out the points of a game, let us illustrate :

Having scored for first shot (see Rule 6 for method of opening the game), and Blue having won, the balls are then placed at the four corners of the field nearest the centre, the partner balls being diagonally opposite to each other, and Blue plays generally at White, probably missing, but resting near his partner, Red ; Black follows with most likely the same result. Then Red plays on Blue, driving it as near the first arch as he can, and getting, if possible, a drive on White, so as to wire it from Blue, between the lower stake and wicket. Then Red plays on Black with the hope of being able to make some wickets, but should there not be a good show for this, he drives Black to Blue, and leaves a "set-up" for his partner by resting near the first wicket. This method is generally attempted when the first two shots fail to strike a ball. Now, if White has but one ball to play for the length of the field, his chances of missing are so great that it is preferable to remain at the lower end of the field. He thus forces Blue to come after him by splitting from a ball near him, or play with only his partner and the "danger" or next playing ball. Blue now has two balls to aid him in making a run. If he



Photo by Fredricks, New York.

SAMUEL McC. CROSBY,  
Second Vice-President N.R.A.A., and Winner of Second Prize in Third  
Division, 1901.

feels capable of managing it, he should hit Black, split to White, and bring it into his field of play, then make his first arch off Red. He now has all the balls in the field. The following now presents one style of play: After making the first arch, he hits Black and drives it to the third arch, and makes the second arch by the aid of Red and White. Then he drives White so as to lie near the centre and drives his partner ball Red near to the third arch, and makes it off of Black, keeping it near the arch. After making the third arch he should hit Black, wire it from the centre arch by leaving it in front of the arch, then drive Red near to White, and make the centre off White. If he succeeds in this and makes the arch, he goes on securely and confidently, for Black is not likely to do him any harm, even if he fails in his arch.

This illustrates his line of play far enough, indicating what he should do throughout the game. If he fails at the centre, Black then plays to the lower part of the field, or to an upper corner if he must, and Red now plays. There are now two courses open for Red, either to try to make a run, or assist Blue. If Blue is in position, he should prefer the latter course, especially if other balls are not in the field, affording him an opportunity for a drive. He either puts Blue through the centre, or where it can easily go through, then wires White and rests where Blue can reach him after passing through the cage. White should now get as far away as possible, leaving Blue only the Red ball to assist him in making a further run. If Black is on the line, White should get as near as possible.

If Red has brought Black into the field, then White plays to the upper end of the field. Blue goes through, continues his run with two balls, and at the stake gets White back into the field, wiring or staking Black at his first convenient opportunity. If Blue fails and Black or White succeed in getting the balls, the same general plan is carried out. It is a good rule not to try to make the third arch unless you have a set-up for the cage, except it be necessary to do so in order to get out of danger. If you are for the cage, and lose the balls, it is much more difficult to get started for another run than if you are for some other arch. As caroms from the border count, balls should be wired if possible to prevent even carom shots from the border.



Photo by Smith & Buck, Washington, D. C.

**H. P. HOWARD, JR.,**

**Third Vice-President, and Winner of First Prize in the Second  
Division, 1901.**



## Explanation of Terms Used in Roque.



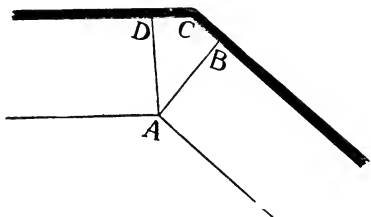
**Boundary**—The Boundary is a line extending around the field, 30 inches from the border. (See description of grounds.)

**Carom**—A rebounding from an arch, a stake, or the border.

**Combination**—A Combination is the using of two or more balls to cause the movement of another.

**Corner (*Point*)**—A corner as a *point* is the vertex of any angle of the boundary line.

**Corner (*Place*)**—A Corner as a *place* is the space included between the border and two perpendiculars drawn from a corner point to the border.



A is a corner *point*.

A B C D is a corner *place*.

(See Rules 41 and 42.)

**Danger Ball**—The ball to be played next, being that of the adversary.

**Dead Ball**—A ball upon or from which the player has taken his turn since making a point. It is then *dead* to all direct shots, till he makes another point, or has another turn of play.

**Ball in Play**—A ball is in play so long as points are made or balls hit, in accordance with the rules.

**Innocent Ball**—The last played ball of the adversary.

**Rover Ball**—A ball that has no more arches to make.

**Points**—See Rule 22.

**Scoring**—See Rule 6.

Shot } These are of the same meaning.  
Stroke }

**Direct Shot**—When the playing ball struck with the mallet passes



N. L. BISHOP,  
Secretary and Treasurer National Roque Association.

*directly* to another ball, either by a jump shot, or by a carom upon it from a stake, an arch, or the border. (See Rules 14 and 35.)

Drive Shot—A direct shot made so as to send the object ball to some direct spot.

Follow Shot—When the playing ball in taking its turn is made to follow the object ball in nearly or quite the same direction. (See Rule 8.)

Foul Shot—See Rules 7, 11 and 17.

Jump Shot—Striking the ball so as to make it jump over any obstacle between it and the object aimed at. To do this, the ball should be struck as shown in Cut No. 6.

Live Ball—A ball upon which the playing ball has a right to play.

Object Ball—The ball at which the player aims.

Playing Ball—The ball that in proper turn of play is to be struck with the mallet.

Split Shot—Any play from a ball upon which the playing ball has counted. (See Rule 14 and Cuts 2, 4 and 5.)

To play from a ball is to place the playing ball in contact with it, and then to make a split shot.

Set-up—A location of a ball or balls in the interest of one's partner, so that his next play or run may most easily be made.

Run—The making of a number of points in one turn of play.

Wiring—To wire a ball is to locate it, so that a wire or arch will interfere with a successful shot.

Within the Limits of the Cage—See Rule 48. A ball is within the limits of the cage or centre wicket, if a straight-edge or string held against the *inside* of the arches touches the ball.



PROF. CHAS. JACOBUS,  
Official Editor of National Roque Association.





## Roque Rules

### INTERFERING WITH PLAYERS.

RULE 1—No player or other person shall be permitted to interfere with the result of a game by any word or act calculated to embarrass the player, nor shall any one, except a partner, speak to a player while in the act of shooting.

### ORDER OF COLORS.

RULE 2—The order of colors shall be red, white, blue, black.

### MALLETS.

RULE 3—There shall be no restriction as to mallets used. A player may change his mallet at any time during a game.

RULE 4—Should a ball or mallet break in striking, the player may demand another stroke, with a new ball or mallet.

### CLIPS OR MARKERS.

RULE 5—Every player shall be provided with a clip or indicator of the same color as his ball, painted in full on one side only, which he must affix to his arch next in order in course of play, before the partner ball is played, with the painted side toward the front of the arch. Should he fail to do so his clip must remain upon the arch upon which it was last placed and he must make the points again. Should he move his marker beyond or back of the point he is for, his attention must be called to such error before the partner ball is played, otherwise it shall stand. Should a player put a ball through its arch, he must move the corresponding clip to its proper arch before the next ball is played, otherwise the clip remains as before. No player shall lose any point or points by the misplacing of his clip by his adversary.

### OPENING OF GAME—SCORING.

RULE 6—All games shall be opened by scoring from an imaginary line through the middle wicket, and playing two balls each (not partner balls) toward the boundary line at the head of the ground.



GEORGE S. VAN WICKLE,  
Donor of the Van Wickle Gold Badge.

The player, the centre of whose ball rests nearest this border line, shall have choice of play, using that ball; provided that, in scoring, the ball did not strike the border, any other ball, or the stake. The balls shall then be placed on the four corners of the ground (nearest the centre of the field), partner balls diagonally to each other, the playing ball and next in sequence to be placed on the upper corners, the choice of corners resting with the playing ball and all balls being in play.

### BALLS—HOW STRUCK.

RULE 7—The ball must be struck with the face of the mallet, the stroke being delivered whenever touching the ball it moves it. Should a stake or wire intervene, the stroke is not allowed unless the ball is struck at the same time, and if the ball is moved without being struck with the face of the mallet, it shall remain where it rests, and should a point be made, or another ball be struck, it shall not be allowed, except by the decision of the umpire as to the fairness of the shot. All balls thus moved by a false shot may be replaced or not, at the option of the opponent, but no point or part of a point made, shall be allowed.

RULE 8—When making a direct shot, the player must not push or follow the ball with his mallet; but when playing from a ball the two balls being in contact, he may follow his ball with the mallet; but must not strike it twice.

RULE 9—If a player strikes his ball before his opponent has finished his play, the stroke shall stand, or be made over, at the option of the opponent.

RULE 10—Should a ball rest against or near a wire, and the umpire, or other person agreed on, should decide that in order to pass through the arch, an unfair or push shot would have to be made, it shall not be allowed if made.

### FOUL STROKE.

RULE 11—Should a player in making a stroke, move with his mallet or mallet-hand any other than his object ball, it shall be a foul, and his play ceases, and all balls moved shall be replaced as before the stroke, or remain where they rest at the option of the opponent.



Photo by Smith & Buck, Washington, D. C.

**W. H. WAHLY,**  
National Champion 1898 and 1901.

RULE 12—If a dead ball in contact with another ball, moves on account of the inequality of the ground while playing the other ball away from it, the player does not lose his shot.

(a) If a live ball is similarly situated and moves on account of the inequality of the ground when the ball in contact is played away from it, the playing ball shall not be regarded as having counted upon it. (See Rule 14 )

(b) If a ball, in proper course of play, rest against another ball, and in picking up the playing ball for the purpose of continuing the play, the other ball moves on account of the inequality of the ground, no attempt shall be made to replace it.

RULE 13—A ball must not be touched while on the field, except when it is necessary to place it beside the ball that has been hit for the purpose of playing from it, or to replace it when it has been moved by accident—except by permission of the opponent.

#### PRIVILEGES AND RESTRICTIONS.

RULE 14—A ball counts upon another when it comes in contact with it by a blow from the player's mallet, or rebounds from a wicket or a stake or the border; also when it comes in contact with it when play is taken from another ball. (See Rule 16.)

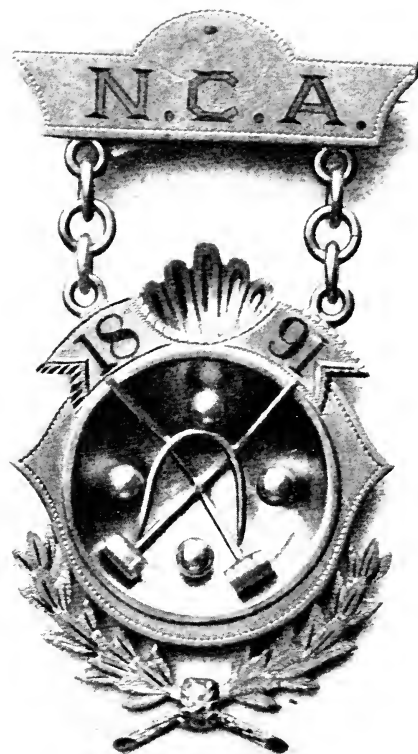
RULE 15—A player after counting upon another ball shall not stop his ball for the purpose of preventing its hitting another. Should he do so his play ceases, and all balls shall be replaced as before the stroke, or remain, at the option of the opponent.

RULE 16—When one ball counts upon another (see Rule 14), play must be taken from it.

RULE 17—If a player in playing from a ball, fails to move it, such stroke ends his play, and his ball must be returned; or left where it stops, at the option of the opponent.

RULE 18—A player, in each turn of play, is at liberty to play upon any other ball once only before making a point.

RULE 19—Should a player play from a ball he has not hit, he loses his turn, and all balls moved by such play must be replaced to the satisfaction of the umpire, or adversary. Should the mistake not be discovered before the player has made another stroke, the play shall be valid, and the player continue his play.



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VAN WICKLE BADGE, No. 1.

RULE 20—In playing from a ball, if player's ball strike another, to which he is dead, such stroke does not end his play.

RULE 21—If a player hits two or more balls at the same stroke, play can be taken only from the first.

### MAKING OF POINTS.

RULE 22—A player makes a point in the game when his ball makes an arch or hits a stake in proper play. (For Rovers, see Rule 51.)

RULE 23—If a player makes a point, and afterwards at the same stroke hits a ball, he must take the point and use the ball. If the struck ball is beyond the arch, as determined by Rule 44, and the playing ball rests through the arch, the arch is held to be first made.\*

RULE 24—If a ball counts upon another, and afterwards by the same stroke makes a point, it must take the ball and reject the point.

RULE 25—A player continues to play so long as he makes a point in the game, or counts upon another ball.

RULE 26—A ball making two or more points at the same stroke, has only the same privilege as if it made but one.

RULE 27—If a ball be driven through its arch or against its stake by any carom, combination or concussion, it is a point made by that ball. (For a Rover, see Rule 51.)

### PLAYING ON DEAD BALL.

RULE 28—If a player play by direct shot on a dead ball, all balls displaced by such shot shall be replaced in their former position, and the player's ball placed against the dead ball on the side from which it came; or, all balls shall rest where they lie, at the option of the opponent.

RULE 29—If a player, in making a direct shot, strike a ball on which he has already played; that is, a dead ball, his play ceases. Any point or part of a point or ball struck, after striking the dead ball, is not allowed, and both balls must be replaced in accordance with the preceding rule. A dead ball displaced by other than direct shot shall not be replaced.

RULE 30—If playing-ball in passing through its arch strike a dead ball that is beyond the arch, as determined by Rule 44, the ball shall

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\* NOTE.—While this is not mathematically correct, the rule is so made to avoid disputes and difficult measurements.



Photo by Dunshee & Hill, Boston, Mass.

CHARLES C. COX, 2D, MALDEN, MASS.

Holder Van Wickle Badge, No. 1, and Winner of Second Place in  
Tournament, 1901.



not be considered a dead ball if playing-ball rests through its arch, and the point shall be allowed.

### BALLS MOVED OR INTERFERED WITH BY ACCIDENT OR DESIGN.

RULE 31—A ball accidentally displaced, otherwise than as provided for in Rule 11, must be returned to its position before play can proceed.

RULE 32—If a ball is stopped or diverted from its course by an opponent, the player may repeat the shot or not as he chooses. Should he decline to repeat the shot, the ball must remain where it stops, and, if playing-ball, must play from there.

RULE 33—If a ball is stopped or diverted from its course by a player or his partner, the opponent may demand a repetition of the shot if he chooses. Should he decline to do so, the ball must remain where it stops, and, if playing-ball, must play from there.

RULE 34—If a ball is stopped or diverted from its course by any object inside the ground, not pertaining to the game or ground, other than provided for in Rules 32 and 33, the shot may be repeated, or allowed to remain, at the option of the player. If not repeated, the ball must remain where it stops, and, if playing-ball, play from there.

### BALLS IN CONTACT.

RULE 35—Should a player, on commencing his play, find his ball in contact with another, he must hit his own as he likes, and then have subsequent privileges, the same as though the balls were separated an inch or more.

### RULES CONCERNING BOUNDARY.

RULE 36—A ball shot over boundary or border must be returned at right angles from where it stops.

RULE 37—A ball is in the field only when the whole ball is within the boundary line.

RULE 38—No play is allowed from beyond the boundary line, except when a ball is placed in contact with another for the purpose of playing therefrom.

RULE 39—If a player strike his ball when over the boundary line,



VAN WICKLE BADGE, No. 2.

he shall lose his stroke, and the balls shall be replaced or left where they stop, at the option of the opponent.

RULE 40—If a player hit a ball off the field by a direct shot, his play ceases, and the ball thus hit is placed on the boundary opposite the point where it lay before being thus hit. But if a ball off the field is hit by a split shot the hit shall not be allowed, the ball shall be replaced properly in the field, and the play shall not cease.

RULE 41—The first ball driven over the boundary line into a corner must be placed on the corner at the intersection of the two boundary lines.

RULE 42—If a ball, having been struck over the boundary line, is returnable at the corner, another ball being on or entitled to the corner, it shall be placed on that side of the corner ball on which it went off.

RULE 43—If two balls, having been shot over the boundary line, rest directly behind one another at right angles with boundary line, they shall be placed on the line alongside of each other in the same relative position in which they were played off. This can occur only when the centres of the two balls rest directly behind one another at right angles with the boundary line.

### BALL—WHEN THROUGH AN ARCH.

RULE 44—A ball, running its arch in the right direction, is through when a straight edge, laid across the two wires on the side from which the ball came, does not touch the ball.

### BALLS WHEN IN POSITION.

RULE 45—If a ball has been placed under an arch, to play from another ball, it is not in position to run that arch.

RULE 46—If a ball be driven under its arch from the wrong direction, and rests there, so that a straight edge laid against the wires on the side of the arch from which it came, fails to touch it, it is in position to run that arch in the right direction.

RULE 47—If a ball, shot through its arch in the right direction, not having come in contact with another ball or the border, rolls back through or under that arch, so that a straight edge applied as in Rule



Photo by Buck, Washington, D. C.

J. C. HOWARD,  
Holder Van Winkle Badge, No. 2.

44, touches it, the point is not made, but the ball is in position if left there.

### HITTING BALL WHILE MAKING WICKET.

RULE 48—The cage wicket may be made in one, two or more turns, provided the ball stops within the limits of the cage. (See explanation of terms used in Roque.)

RULE 49—Any playing-ball within, or under a wicket, becomes dead to advancement through the wicket from that position, if it comes in contact with any other ball by a direct shot.

### ROVERS.

RULE 50—A rover has the right to play upon every other ball once during each turn of play, and may be played upon, as any other ball.

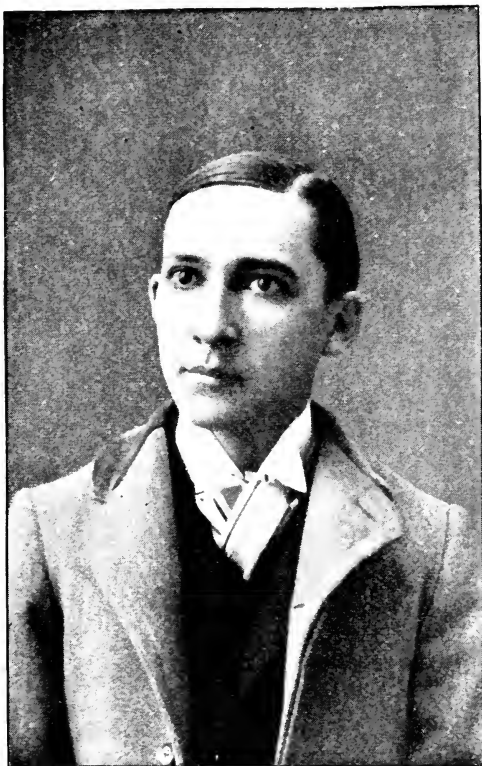
RULE 51—All balls must be continued in the game until two rovers, being partners, are driven against the stake, either by a single stroke or by two successive strokes of the mallet, and the last point or points may be made as any other. A rover that has been driven against the stake and over the boundary must be replaced properly in the field before the next stroke is made, and cannot be removed to allow the partner ball to hit the stake.

### PLAYING OUT OF TURN, OR WRONG BALL.

RULE 52—If a player plays out of his proper turn, or in his proper turn plays the wrong ball, and the mistake is discovered before the next player has commenced his play, all benefit from any point or points made is lost, and his turn of play is forfeited. All balls moved by the misplay must be returned to their former position by the umpire or adversary. If the mistake is not discovered until after the next player has made his first stroke, the error must stand.

### POINTS RE-MADE.

RULE 53—If a player makes a point he has already made, his marker not being on that point, and the mistake is discovered before the proper point is made, the play ceases with the shot by which the point was re-made, and the marker remains where it stood at the beginning of this play. All balls shall be left in the position they had at the time the point was re-made. If not discovered before the



C. G. WILLIAMS,  
National Champion 1899-1900, and Present Holder Horstman Mallet

proper point is made, the points so made are good, and play proceeds the same as if no error had been made.

### ERROR IN ORDER OF PLAY.

RULE 54—If an error in order is discovered after a player has struck his ball, he shall be allowed to finish his play, provided he is playing in the regular sequence of his partner's ball last played. In case of dispute as to proper sequence of balls, it shall be decided by the umpire; if there is no umpire, by lot. No recourse shall be had to lot unless each party expresses the belief that the other is wrong.

RULE 55—At any time an error in order is discovered, the opposite side shall follow with the same ball last played (the proper sequence); but before playing, their opponents shall have privilege to demand a transposition of adversaries' balls.

EXAMPLE—Black plays by mistake after Red—the error is not discovered—Blue plays in the proper sequence of his partner Red, and seeing that Black has just played, is thus led to believe it the innocent ball, and upon concluding his play, leaves Black by Red. Now, if error in order is discovered, the player of Red and Blue can demand that the position of Black and White be transposed.

### CHANGING SURFACE OF GROUND.

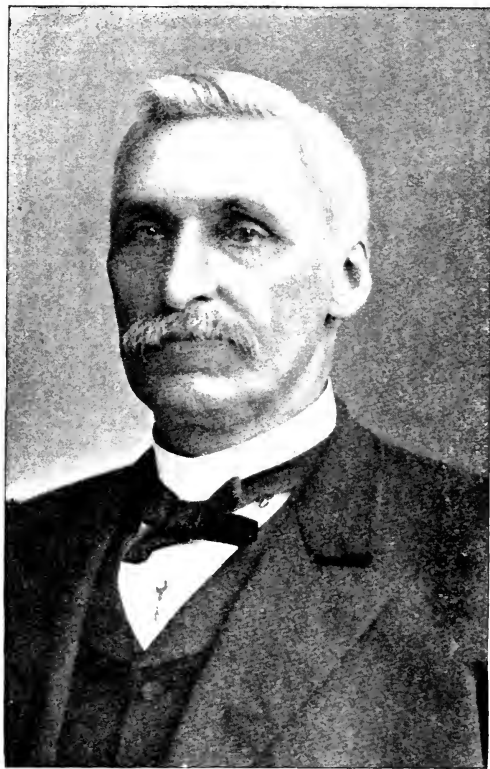
RULE 56—A player, before or during his play, may require either arches or grounds or anything pertaining thereto to be placed in proper condition.

### DIRECTION THROUGH WICKETS.

RULE 57—In making all side or corner wickets the playing-ball shall pass through them towards the centre.

### PENALTY—GENERAL RULE.

RULE 58—If a rule is violated, a penalty for which has not been provided, the player shall cease his play.



DR. J. N. DAVENPORT,  
Ex-President National Roque Association.





## Tournament Rules.



RULE 1—The tournament games shall be played in accordance with the rules of the National Roque Association of America.

RULE 2—The Committee of Arrangements shall have power to commence tournament games Monday at 9:00 o'clock A. M., and no player shall be allowed to enter after 8:00 o'clock Wednesday morning, except by consent of the Committee of Arrangements.

RULE 3—All players are expected to remain until the finish and play all games assigned to them. Should any player leave before he has played more than fifty per cent. of his games, all games played shall be thrown out, but if he has played more than fifty per cent. of his games, the balance remaining unplayed shall be forfeited, and the Committee of Arrangements shall so record them.

RULE 4—The order of play shall be determined by lot, names being drawn by the Committee of Arrangements.

RULE 5—All disputed points shall be referred to an umpire, to be chosen before play by the contestants, and in case of his inability to decide, to three referees, to be chosen by the Committee of Arrangements.

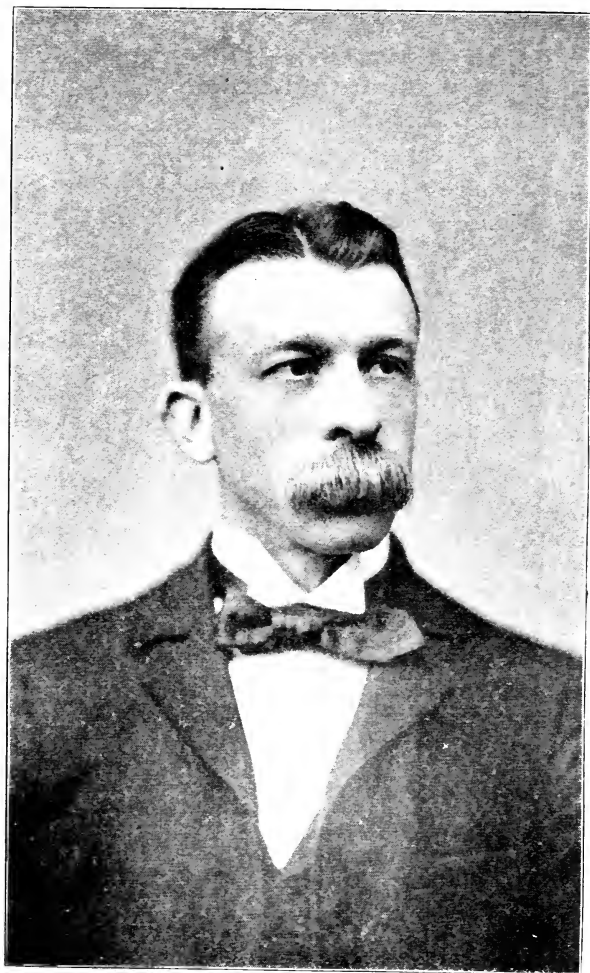
RULE 6—Games shall be called by 8 A. M., and no game shall be begun after 6 P. M., unless by mutual consent.

RULE 7—All ties shall be played off in accordance with the above rules.

RULE 8—In case of darkness coming on during a game, the umpire shall decide when a game shall stop, and if stopped, shall be continued first in order the next morning, if the players are on time.

RULE 9—The players shall be divided into three classes.

The social tournament games will be governed by the same rules as the prize tournament games.



PROF. ROBERT W. PRENTISS,  
Ex-Vice-President National Rogue Association.



## List of Clubs of the National Roque Association



An invitation is hereby extended to all organizations using the rules of the National Roque Guide to become members of the National Association, and send delegates to the National Tournament. Membership fee, \$2.

Ontario.....Cal.	Columbia....Washington, D. C.
Trenton.....N. J.	Wilmington.....Del.
Cleveland.....Ohio	Onarga.....Ill.
Boyertown.....Pa.	Martha's Vineyard.....Mass.
Highland.....Lynn, Mass.	New London.....Conn.
Brattleboro.....Vt.	Hutchinson..Washington, D. C.
Bridgeport.....Conn.	12th Street...Washington, D. C.
Quaker City...Philadelphia, Pa.	Springfield Country.....Mass.
Mansfield.....Mass.	Naugatuck.....Conn.
Westchester.....Pa.	Capitol Hill..Washington, D. C.
Northampton.....Mass.	Norwich.....Conn.



C. M. BRYANT,  
Ex-Vice-President National Roque Association.



## By-Laws.



The following are the By-Laws of the Association, revised and adopted at the annual meeting in 1895.

### ARTICLE I.

#### NAME.

This organization shall be known as the NATIONAL ROQUE ASSOCIATION OF AMERICA.

### ARTICLE II.

#### MEMBERSHIP.

The membership of this Association shall consist of such clubs as shall adopt its rules and pay the annual membership fee. The annual membership fee shall be \$2, payable in advance, which shall entitle the club to send one representative to the tournament with all the rights of a delegate, except that of playing in the tournament.

### ARTICLE III.

#### DELEGATES TO TOURNAMENT.

Each club shall be entitled to send as many delegates to play in the tournament as it pleases by paying \$2 for each. All delegates shall have the right to vote at the meetings of the Association.

### ARTICLE IV.

#### OFFICERS.

The officers of this Association shall be a President, three Vice-Presidents and a Secretary and Treasurer, who shall be elected yearly at the annual meeting of the Association, and assume the duties of their several offices at the close of that year's tournament. It shall be the duty of the President-elect to appoint and announce before the close of the tournament the following committees for the succeeding year: Committee of Arrangements, Committee on Grounds, Finance Committee, Committee of Correspondence, each to consist of five members.



SAMUEL DUDLEY,  
Ex-Vice-President National Roque Association.

## ARTICLE V.

## COMMITTEE OF ARRANGEMENTS.

It shall be the duty of this committee to classify the players into as many divisions as its members deem best, to keep a correct record of all games played, to make all the necessary arrangements for special attractions and promote public interest and attendance. They shall also appoint three referees to act during the tournament.

## ARTICLE VI.

## COMMITTEE ON GROUNDS.

It shall be the duty of this committee to see that all the grounds are put in perfect condition prior to the tournament week, to see that there are a sufficient number of balls and clips, and to generally superintend the many details incident to the care of the grounds.

## ARTICLE VII.

## FINANCE COMMITTEE.

It shall be the duty of this committee to audit the Treasurer's accounts each year and report the same at the annual meeting; to report as early as possible the probable financial condition of the Association, and in case of a deficiency to provide for the same, that all bills may be promptly met.

## ARTICLE VIII.

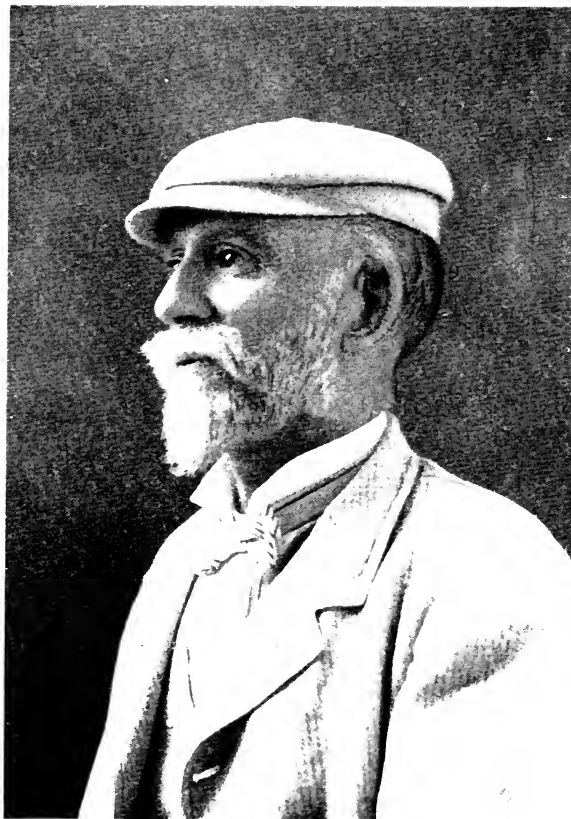
## COMMITTEE ON CORRESPONDENCE.

It shall be the duty of the Committee of Correspondence, early in each year, to find out the real status of the game in the various sections as assigned, to create interest by correspondence, by circulars, by actual visitation and arrangement of matches, and, if possible, by establishing new clubs, and especially by securing delegates to the annual tournament. This is not to stand in the way of the usual work along the same lines of any member or any club, but rather, the co-operating with and broadening their work.

## ARTICLE IX.

## ANNUAL MEETING.

The annual meeting of the Association shall be held the Wednesday morning after the third Tuesday in August, at 9 o'clock, in the club house. Special meetings may be called by the President when he may deem it necessary.



H. WAILLY,  
Ex-Vice-President National Roque Association of America.



## ARTICLE X.

## CONSTITUTING A QUORUM.

A majority of the members of the Association shall constitute a quorum at all meetings.

## ARTICLE XI.

## QUESTIONS AND ELECTIONS.

All questions and elections shall be decided by a majority vote.

## ARTICLE XII.

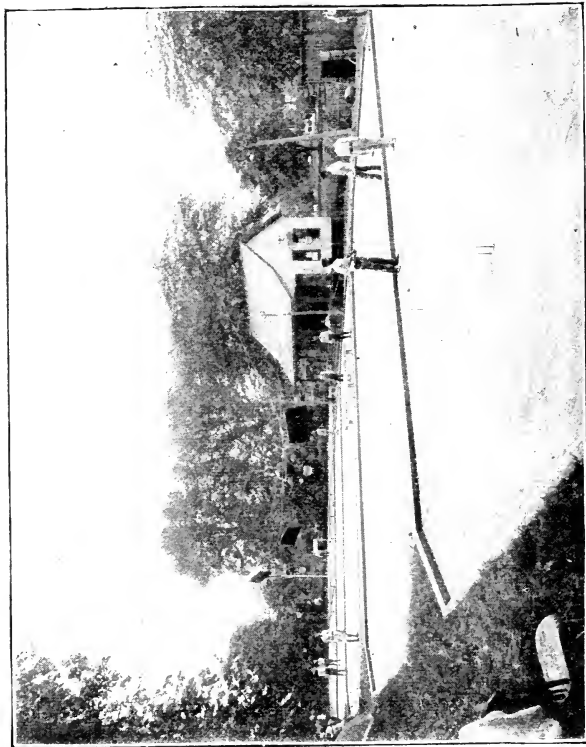
## FILLING VACANCIES.

The President shall be authorized to fill any vacancy among the officers that occurs through removal or otherwise.

## ARTICLE XIII.

## AMENDMENTS.

These By-Laws may be amended at any annual meeting by a vote of two-thirds of the members of the Association present.



GROUPS OF NATIONAL ROQUE ASSOCIATION OF AMERICA,  
AT NORWICH, CONN. [EIGHT IN NUMBER.]



## Past Officers.



The following have been the officers of the Association :

1882.

Pres.—Ira B. Read, M.D., N. Y.; Vice-Pres. J. W. Hooker, Norwich, Conn.; Sec. and Treas.—Geo. W. Johnson, Philadelphia, Pa.; Cor. Sec'y—C. H. Botsford, N. Y.

1883.

Pres.—Geo. W. Johnson, Philadelphia, Pa.; Vice-Pres. G. Maurer, Keyport, N. J.; Rev. Philip Germond, N. Y.; John M. Brewer, Norwich, Conn.; M. Driver, Staten Island; Sec'y and Treas.—A. W. Dickey, Norwich, Conn.; Cor. Sec'y—C. H. Botsford, N. Y.

1884.

Pres.—A. W. Dickey, Norwich, Conn.; Vice-Pres.—P. B. Ashley, Providence, R. I.; J. DeGolyer, Troy, N. Y.; S. D. Warrenner, New London, Conn.; Sec'y and Treas.—Prof. Charles Jacobus, Springfield, Mass.; Cor. Sec'y—C. H. Botsford, N. Y.

1885.

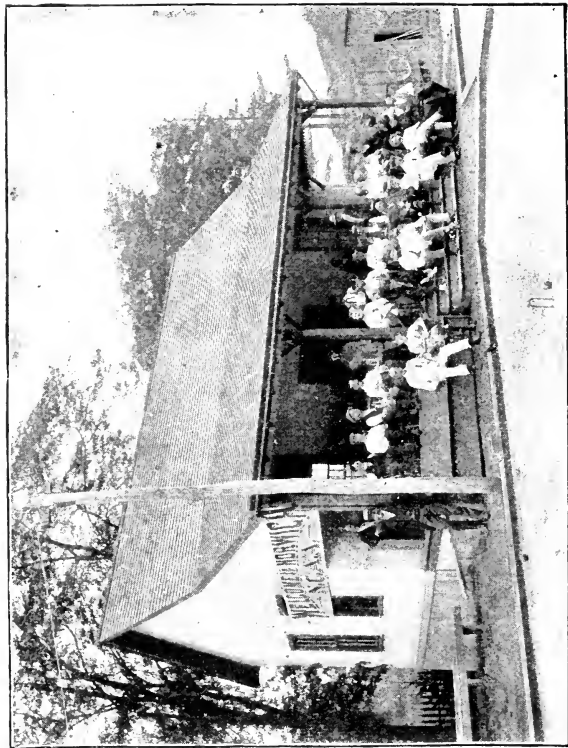
Pres.—Prof. Charles Jacobus, Springfield, Mass.; Vice-Pres.—W. W. Whitman, Troy, N. Y.; E. M. Baldwin, Danbury, Conn.; Dr. Davenport, Northampton, Mass.; Sec'y and Treas.—N. L. Bishop, Norwich, Conn.; Cor. Sec'y—C. H. Botsford, N. Y.

1886.

Pres.—W. W. Whitman, Troy, N. Y.; Vice-Pres.—J. W. Tufts, Boston, Mass.; L. P. Bryant, Northampton, Mass.; Chas. H. Bush, Staten Island; Rec. Sec'y and Treas.—C. H. Pettis, Norwich, Conn.; Acting Sec'y and Treas.—N. L. Bishop, Norwich, Conn.; Cor. Sec'y—C. H. Botsford, N. Y.

1887.

Pres.—E. M. Barnum, Danbury, Conn.; Vice-Pres.—Frank Sisson, New London, Conn.; T. A. Harris, Philadelphia, Pa.; C. A. Marsh, New York; Sec'y and Treas.—N. L. Bishop, Norwich, Conn.; Cor. Sec'y—C. H. Botsford, N. Y.



CLUB HOUSE OF NATIONAL ROQUE ASSOCIATION OF  
AMERICA, AT NORWICH, CONN.

1888.

Pres.—A. W. Wambold, Staten Island; Vice-Pres.—Geo. C. Strong, New London, Conn.; Geo. Van Wickle, New Brunswick, N. J.; E. F. Spalding, Townsend Harbor, Mass.; Sec. and Treas.—N. L. Bishop, Norwich, Conn.; Cor. Sec'y—L. P. Bryant, Florence, Mass.

1889.

Pres.—Herbert Porter, Malden, Mass.; Vice-Pres.—John M. Brewer, Norwich, Conn.; Abner B. Holley, New York; Joseph Bilbrough, Philadelphia, Pa.; Sec. and Treas.—Charles Jacobus, Springfield, Mass.; Cor. Sec'y—A. W. Dickey, Norwich, Conn.

1890.

Pres.—John M. Brewer, Norwich, Conn.; Vice-Pres.—Abner B. Holley, New York; Joseph Bilbrough, Philadelphia, Pa.; J. W. Tufts, Boston, Mass.; Sec'y and Treas.—Charles Jacobus, Springfield, Mass.; Cor. Sec'y—George W. Johnson, Philadelphia, Pa.

1891.

Pres.—John M. Brewer, Norwich, Conn.; Vice Pres.—E. R. Downs, Asbury Grove, Mass.; John P. Dechen, Staten Island; E. C. Butler, Middletown, Conn.; Sec'y and Treas.—Charles Jacobus, Springfield, Mass.; Cor. Sec'y—George W. Johnson, Philadelphia, Pa.

1892.

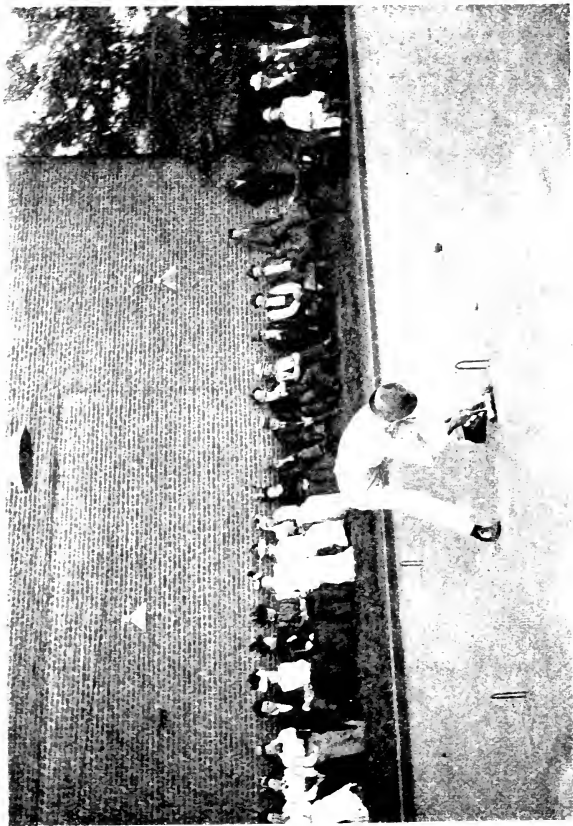
Pres.—N. L. Bishop, Norwich, Conn.; Vice-Pres.—C. S. Myers, Washington, D. C.; D. B. Frisbee, New York; L. G. Williams, Mansfield Centre, Conn.; Sec'y and Treas.—Charles Jacobus, Springfield, Mass.; Cor. Sec'y—W. Holt Apgar, Trenton, N. J.

1893.

Pres.—Geo. C. Strong, New London, Conn.; Vice-Pres.—William Holden, Leominster, Mass.; G. Maurer, Keyport, N. J.; Charles Greenslit, Philadelphia, Pa.; Sec'y and Treas.—Dale D. Butler, Middletown, Conn.; Cor. Sec'y—H. G. Fay, Brooklyn, N. Y.

1894.

Pres.—Henry G. Fay, Brooklyn, N. Y.; Vice-Pres.—G. S. Burgess, Lynn, Mass.; Jas. B. Hickman, Wilmington, Del.; W. S. Chase, Washington, D. C.; Sec'y and Treas.—N. L. Bishop, Norwich, Conn.; Cor. Sec'y—Philip Germond, New York, N. Y.



SCENE AT A SOUTHERN TOURNAMENT.

1895.

Pres.—Abner B. Holley, New York; Vice-Pres.—W. Holt Apgar, Trenton, N. J.; W. A. Towne, New London, Conn.; W. H. Wahly, Washington, D. C.; Sec'y and Treas.—N. L. Bishop, Norwich, Conn.

1896.

Pres.—Geo. S. Van Wickle, New Brunswick, N. J.; Vice-Pres.—E. M. Baldwin, Danbury, Conn.; H. Wahly, Washington, D. C., and Frank Sisson, New London, Conn.; Sec'y and Treas.—N. L. Bishop, Norwich, Conn.

1897.

Pres.—W. Holt Apgar, Trenton, N. J.; Vice-Pres.—H. Wahly, Washington, D. C.; J. N. Davenport, Northampton, Mass.; B. H. Durham, Onarga, Ill.; Sec'y and Treas.—N. L. Bishop, Norwich, Conn.

1898.

Pres.—W. H. Wahly, Washington, D. C.; Vice-Pres.—J. N. Davenport, Northampton, Mass.; Earl C. Butler, Middletown, Conn.; Samuel Dudley, New London, Conn.; Sec'y and Treas.—N. L. Bishop, Norwich, Conn.

1899.

Pres.—J. N. Davenport, Northampton, Mass.; Vice-Pres.—Samuel Dudley, New London, Conn.; C. M. Bryant, Washington, D. C.; Prof. R. W. Prentiss, New Brunswick, N. J.; Sec'y and Treas.—N. L. Bishop, Norwich, Conn.; Official Editor—Charles Jacobus, Springfield, Mass.

1900.

Pres.—Hon. F. H. Morris, Washington, D. C.; Vice-Pres.—J. B. Bell, Wilmington, Del.; Prof. R. W. Prentiss, New Brunswick, N. J.; Charles S. Wagoner, Spring City, Pa.; Sec'y and Treas.—N. L. Bishop, Norwich, Conn.; Official Editor—Prof. Charles Jacobus, Springfield, Mass.

1901.

Pres.—J. B. Bell, Wilmington, Del.; Vice-Pres.—L. P. Bryant, Northampton, Mass.; Samuel McC. Crosby, New York; H. P. Howard, Jr., Washington, D. C.; Sec'y and Treas.—N. L. Bishop, Norwich, Conn.; Official Editor—Prof. Charles Jacobus, Springfield, Mass.

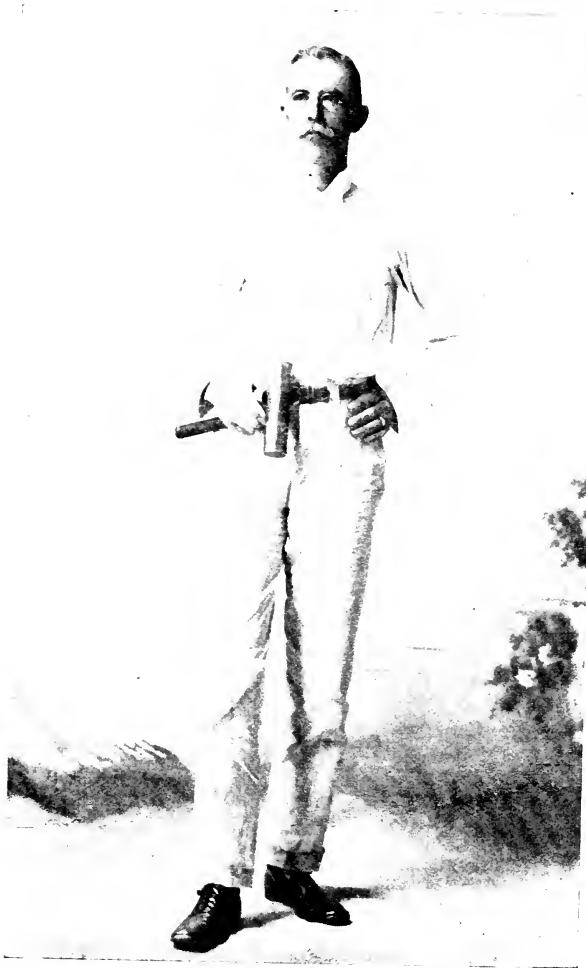


Photo by Bishop & Son, New London, Conn.

HON. GEO. C. STRONG,  
Three Times Champion, and Ex-President N. R. A. A.  
Present Southern Champion





## Prize Winners.



1882.

- 1st.—A. G. Shipman.....New York  
2d.—Ira B. Read.....New York

1883.

- 1st.—G. W. Johnson.....Philadelphia  
2d.—Ira B. Read.....New York

1884.

- 1st.—Gen. Harland.....Norwich  
2d.—Charles Jacobus.....Springfield

1885.

- 1st.—Charles Jacobus.....Springfield  
2d.—C. Hull Botsford.....New York

1886.

- 1st.—C. Hull Botsford.....New York  
2d.—Charles Jacobus.....Springfield

1887.

- 1st.—A. Wambold .....Staten Island  
2d.—Charles Jacobus.....Springfield

1888.

- 1st.—N. L. Bishop.....Norwich  
2d.—L. P. Bryant.....Florence, Mass.

1889.

- 1st.—C. W. Johnson.....Philadelphia  
2d.—Charles Jacobus.....Springfield

1890.

- 1st.—George C. Strong.....New London  
2d.—Tied for by Nash, Wambold and Jacobus.....



SACKETT L. DURYEE,  
Ex-Champion N. R. A. A., and Late Holder Van Winkle Badge, No. 1.

1891.

- 1st.—Charles G. Smith.....Martha's Vineyard  
 2d.—Philip Germond.....New York

1892.

*First Division.*

- 1st.—G. W. Johnson.....Philadelphia  
 2d.—George C. Strong.....New London

1893.

*First Division.*

- 1st.—W. Knecht.....Matawan, N. J.  
 2d.—Philip Germond.....New York

1894.

*First Division.*

- 1st.—George C. Strong.....New London  
 2d.—Philip Germond.....New York

*Second Division.*

- 1st.—George S. Burgess.....Lynn, Mass.  
 2d.—Henry G. Fay.....Brooklyn, N. Y.

*Third Division.*

- 1st.—W. A. Towne.....New London  
 2d.—Dr. Davenport.....Northampton, Mass.

1895.

*First Division.*

- 1st.—George C. Strong.....New London  
 2d.—George S. Burgess.....Asbury Grove Club, Lynn, Mass.

*Second Division.*

- 1st.—W. H. Wahly.....Washington, D. C.  
 2d.—W. Holt Apgar.....Trenton, N. J.

*Third Division.*

- 1st.—W. C. Cady.....New London  
 2d.—A. B. Smith.....Northampton



ROQUE GROUND AT U. S. GOVERNMENT HOSPITAL FOR THE  
INSANE, WASHINGTON, D. C.

1896.

*First Division.*

1st.—Earle C. Butler..... Middletown, Conn.

2d.—Frank Sisson..... New London, Conn.

*Second Division.*

1st.—Fred S. Janes..... New London, Conn.

2d.—J. N. Davenport..... Northampton, Mass.

1897.

*First Division.*

1st.—Sackett Duryea.. . . . . Washington, D. C.

2d.—W. H. Wahly. . . . . Washington, D. C.

*Second Division.*

1st.—A. P. Grint..... New London, Conn.

2d.—Chas. H. Edmunds..... Philadelphia, Pa.

1898.

*First Division.*

1st.—W. H. Wahly . . . . . Hutchison Club, Washington, D. C.

2d.—George C. Strong..... New London, Conn.

*Second Division.*

1st.—C. M. Bryant..... Hutchison Club, Washington, D. C.

2d.—N. E. Rogers..... Meriden, Conn.

*Third Division.*

1st.—C. T. Bard . . . . . Norwich, Conn.

2d.—Capt. H. Wahly..... Hutchison Club, Washington, D. C.

1899.

*First Division.*

1st.—C. G. Williams..... Washington, D. C.

2d.—S. L. Duryea..... Washington, D. C.

*Second Division.*

1st.—Paul N. Peck..... Washington, D. C.

2d.—J. B. Bell..... Wilmington, Del.

*Third Division.*

1st.—W. H. Congdon..... Norwich, Conn.

2d.—Capt. H. Wahly..... Washington, D. C.

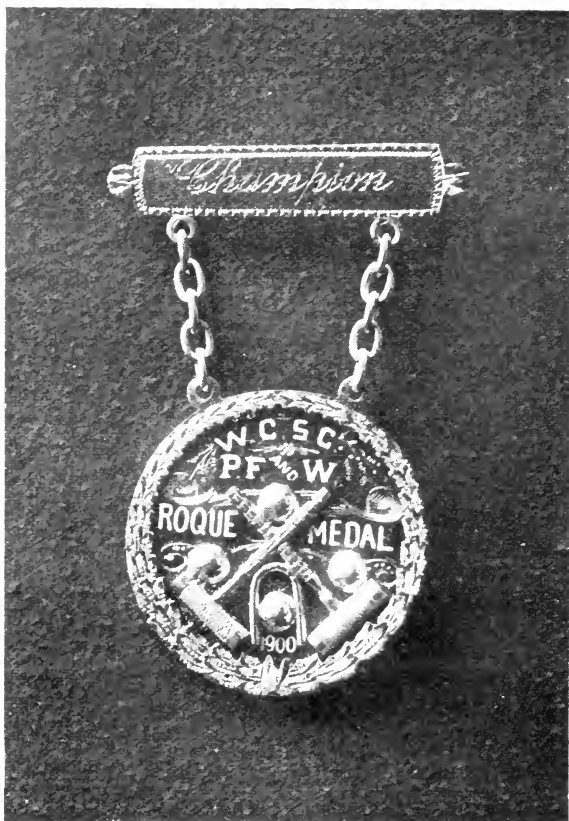


Photo by Bucher, Wilmington, Del.

MIDDLE STATES CHALLENGE BADGE.

1900.

*First Division.*

- 1st.—C. G. Williams..... Washington, D. C.  
 2d.—W. H. Wahly..... Washington, D. C.

*Second Division.*

- 1st.—C. A. Littlefield..... Chelsea, Mass.  
 2d.—W. Herbert Congdon..... Norwich, Conn.

*Third Division.*

- 1st.—A. L. Williams..... Washington, D. C.  
 2d.—H. P. Howard, Jr..... Washington, D. C.

1901.

*First Division.*

- 1st.—W. H. Wahly..... Washington, D. C.  
 2d.—C. C. Cox, 2nd..... Malden, Mass.

*Second Division.*

- 1st.—H. P. Howard, Jr..... Washington, D. C.  
 2d.—A. L. Williams..... Washington, D. C.

*Third Division.*

- 1st —Floyd Cranska..... Moosup, Conn.  
 2d.—S. McC. Crosby..... New York City.



Photo by Bucher, Wilmington, Del.

DR. B. R. VEASEY,  
Holder Middle States Challenge Badge,



DETAILED SCORE OF CHAMPIONSHIP CLASS IN NATIONAL TOURNA-  
MENT OF 1901, AT NORWICH, CONN.

	Bishop.	Cox.	Bryant, C. M.	Peck.	Bryant, L. P.	Jacobus.	Sisson.	Congdon.	Foss.	Williams, C. G.	Wahly.	Strong.	Dickey.	Veasey.	Holden.	Games Won.	Games Lost.
Bishop.....		0	1	1	0	0	0	1	0	0	0	0	1	0	1	5	9
Cox.....	1		1	1	1	1	0	1	1	1	0	0	1	1	1	11	3
Bryant, C. M.....	0	0		1	1	1	1	0	0	0	1	0	1	0	1	7	7
Peck.....	0	0	0		1	1	1	0	1	1	0	1	1	1	1	9	5
Bryant, L. P.....	1	0	0	0		0	1	0	0	0	0	1	1	0	1	5	9
Jacobus.....	1	0	0	0	1		1	0	0	0	0	0	1	1	1	6	8
Sisson.....	1	1	0	0	0	0		0	0	0	0	0	1	0	1	4	10
Congdon.....	0	0	1	1	1	1	1		1	1	1	0	1	0	1	10	4
Foss.....	1	0	1	0	1	1	1	0		0	0	0	1	0	1	7	7
Williams, C. G.....	1	0	1	0	1	1	1	0	1		0	1	1	0	1	9	5
Wahly.....	1	1	0	1	1	1	1	0	1	1		0	1	1	1	11	3
Strong.....	1	1	1	0	0	1	1	1	0	1	0		1	1	1	11	3
Dickey.....	0	0	0	0	0	0	0	0	0	0	0	0		1	1	1	13
Veasey.....	1	0	1	0	1	0	1	1	1	1	0	0	1		1	9	5
Holden.....	0	0	0	0	0	0	0	0	0	0	0	0	0	0		0	14

The tie between Strong, Cox and Wahly was played off, with the result that Wahly beat both Strong and Cox, thereby winning the National Championship, with Cox second.

### THE GEORGE S. VAN WICKLE BADGE, No. 1.

A gold badge has been presented by George S. Van Wickle to the Association, to be contested for by the clubs of the Association, and the following rules, to govern these contests, have been adopted:

The badge to be held by the individual winner, subject to challenge once a month, on seven days' notice, by a member selected to play for it by any club belonging to the National Association. No club shall have a right to a second challenge in less than ninety days from the first. The games to be best four in seven, and must be played on grounds chosen by the person holding the badge.

By vote of the Association, the holder of this badge must, if

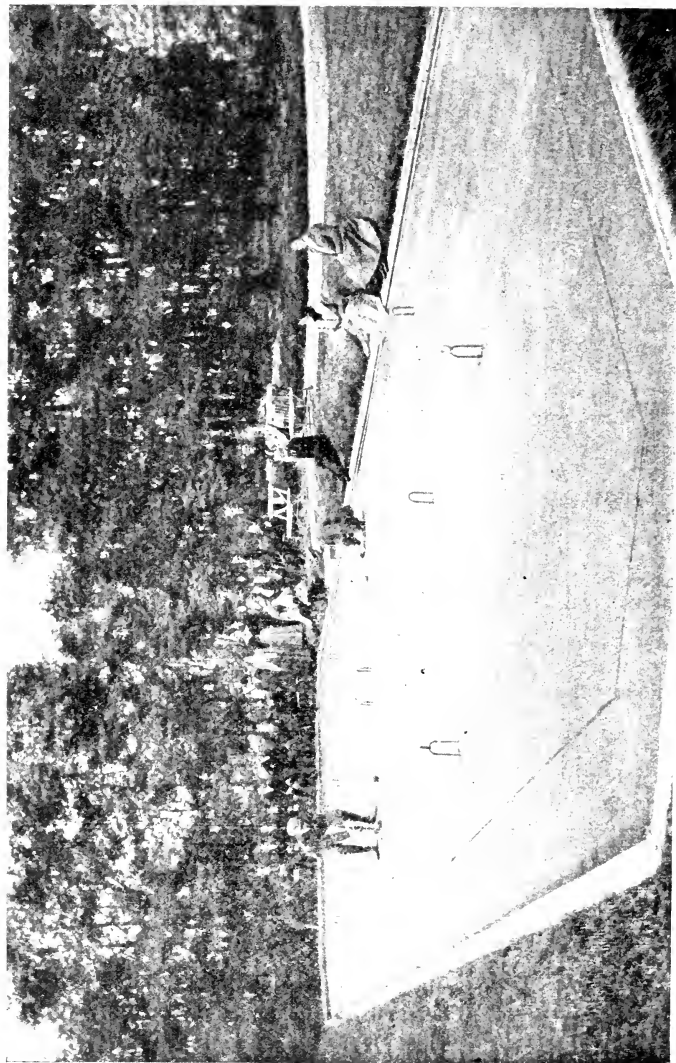


Photo by Griffin, Lynn, Mass.

LYNN, MASS., ROQUE COURT.

challenged, contest for the holding of the same during tournament week at Norwich.

NOTE—First Contest—At Philadelphia, Fall Tournament, October 3, 1891; won by G. W. Johnson. Second Contest—At Philadelphia, June, 1892; held by Johnson vs. Germond. Third Contest—At Norwich, August, 1892; won by Jacobus. Fourth Contest—At Springfield, October, 1892; held by Jacobus vs. Germond. Fifth Contest—At Springfield, 1893; won by L. P. Bryant. Sixth Contest—At Cottage City, 1895; won by Charles Jacobus and given up to George C. Strong without contest in 1896. Eighth Contest—At Norwich, 1896; held by Strong vs. W. H. Wahly. Ninth Contest—At New London, November, 1896; held by Strong vs. Philip Germond. Tenth Contest—At Norwich, August, 1897; won by Earl C. Butler. Eleventh Contest—At Middletown, September, 1897; won by Strong. Twelfth Contest—At New London, October, 1897; held by Strong vs. D. D. Butler. Thirteenth Contest—At Norwich, August, 1898; won by Sackett Duryee. Fourteenth Contest—At Washington, D. C., October, 1898; held by Duryee vs. Strong. Fifteenth Contest—At Norwich, 1899; held by Duryee vs. Strong. Sixteenth Contest—At Washington, 1899; held by Duryee vs. Jacobus. Seventeenth Contest—At Washington, October, 1899; held by Duryee vs. Holden. Eighteenth Contest—At Norwich, August, 1900; held by Duryee vs. Strong. Nineteenth Contest—At Washington, September, 1900; held by Duryee vs. Peck. Twentieth Contest—At Washington, May, 1901; held by Duryee vs. Yost. August, 1901, surrendered without contest to Committee of Arrangements. Twenty-first Contest—At Norwich, 1901; won by Cox from Wahly.

#### THE GEORGE S. VAN WICKLE BADGE No. 2.

The deep interest which Mr. Van Wickle has always taken in roque, prompted him to present to the Association, in 1899, a second gold badge with the understanding that only second and third division players should be eligible to compete therefor. Barring this restriction, rules and conditions similar to those governing badge No. 1 govern the contests for this trophy.

NOTE—For the first two years of its existence this badge was in the custody of the Norwich Club, being held by Congdon and Foss of

that club successively. In August, 1901, the trophy was surrendered by Congdon, who by becoming a first division player was no longer eligible to defend it, and was won by J. C. Howard of Washington, in a contest with Messinger.

#### THE HORSTMAN PRIZE MALLET.

This is a trophy which was presented to the Association, perhaps fifteen years ago, possibly more, by the Horstman Sporting Goods Company of New York, to be contested for by the clubs of the Association, and to be held by the winner subject to challenge, under the same conditions as those governing the Van Wickle badges.

NOTE—This prize has been held by Read, Wambold, Jacobus and Germond, but was won from the latter in August, 1901, by Charles G. Williams of Washington, D. C.

#### THE SPALDING CUP OF 1890-91.

The prizes awarded to Mr. Gustavus Maurer for shortest game, for two years, by A. G. Spalding & Bros., were condensed into one unique and valuable Cup. This stands about twelve inches high, and at the same time attests the *interest of those who awarded it, the skill of the artist* in manufacture, and the *rapidly delicate croquet playing* of Mr. Maurer.

#### MIDDLE STATES ROQUE ASSOCIATION MEDAL.

The Middle States Challenge Badge is a medal offered by that Association to encourage inter-club contests, and is held subject to challenge every two weeks. To secure possession of this trophy the challenger must win two out of a series of three games. It was first offered in 1900, and since that time has been held successively by Wagoner, Webb, Veasey, Bell and Hunter. In July, 1901, Dr. Veasey of Wilmington, Delaware, won it and has since successfully defended it against Webb, Hunter (twice), Hickman, Chalfant and Bell.



## Southern Championship



Next to the National Tournaments, held annually at Norwich, Connecticut, no roque event of the season approaches in interest or importance the Fall meet at Washington for the Southern Championship.

The first of these contests was held in 1894, under the auspices of the Associated Roque Clubs of that city, and even at that time, the interest among enthusiasts of the game was sufficient to take several of the "crack" players of the country to the National Capital to compete for honors.

No finer courts can be found anywhere than those upon which these tournaments are held during the third week in September of each year, and this event is eagerly looked forward to by lovers of the game, as it is sure to bring together most of the strongest players of the country.

Indeed, so representative have these gatherings of roquers become of late years, that they may be said to seriously menace the popularity of the National tournaments among many players, and some who find it impossible to attend both prefer to make their annual pilgrimage to Washington.

Washington and its suburbs boast of half a dozen or more flourishing clubs, with possibly a dozen courts, and an aggregate following of nearly, if not quite, half a hundred players.

The standard of play at the Southern tournaments is quite up to that to be witnessed at the National events, and at the meet in 1900, Hon. George C. Strong, of New London, a player of national reputation, is credited with a performance never before equalled in the history of the game. At that tournament, in a field of fourteen, containing all of the best talent in the National Association, he defeated handily each of his thirteen competitors.

Play in these contests is governed by the rules of the National Roque Association of America, and any club in good standing with that organization is entitled to send delegates to the meet.



## Southern Tournament Prize Winners.



1894.

1st.—Philip Germond.....New York  
2d.—W. H. Wahly.....Washington

1895.

1st.—W. H. Wahly.....Washington  
2d.—Hon. Geo. C. Strong.....New London, Conn.

1896.

1st.—Sackett Duryee.....Washington  
2d.—

1897.

1st.—Hon. Geo. C. Strong.....New London, Conn.  
2d.—Sackett Duryee.....Washington

1898.

1st.—Sackett Duryee .....Washington  
2d.—W. H. Wahly.....Washington

1899.

1st.—C. G. Williams.....Washington  
2d.—J. B. Bell....Wilmington, Del.

1900.

1st.—Hon. Geo. C. Strong.....New London, Conn.  
2d.—Sackett Duryee.....Washington

1901.

### *First Division.*

1st.—C. G. Williams.....Washington  
2d.—A. N. Marr.....Washington

### *Second Division.*

1st.—J. C. Howard.....Washington  
2d.—T. A. Harris.....Philadelphia

### *Third Division.*

1st.—J. D. Howard.....Washington  
2d.—Dr. A. B. Stine.....Washington

DETAILED SCORE OF CHAMPIONSHIP CLASS IN SOUTHERN TOURNAMENT OF 1901,  
AT WASHINGTON, D. C.

	Bean	Bell	Bryant	Chalfant	Duryee	Howard	Jacobus	Marr	Strong	Williams	Williams	Won	Lost
BEAN, B. A., of Washington, D. C.....		1	1	1	0	1	1	0	1	0	1	7	3
BELL, J. B., of Wilmington, Del.....	0		0	1	0	0	0	0	0	1	1	3	7
BRYANT, C. M., of Washington, D. C.....	0	1		0	0	0	0	1	0	0	1	3	7
CHALFANT, J. D., of Wilmington, Del....	0	0	1		0	0	0	0	0	0	0	1	9
DURVEE, S. L., of Washington, D. C.....	1	1	1	1		1	1	0	1	0	0	7	3
HOWARD, H. P., JR., of Washington, D. C.	0	1	1	1	0		1	0	0	0	0	4	6
JACOBUS, PROF. CHAS., of Springfield, Mass.	0	1	1	1	0	0		0	0	1	0	4	6
MARR, A. N., of Washington, D. C.....	1	1	0	1	1	1	1		0	0	1	7	3
STRONG, HON. G. C., of New London, Conn.	0	1	1	1	0	1	1	1		0	0	6	4
WILLIAMS, C. G., of Washington, D. C...	1	0	1	1	1	1	0	1	1		1	8	2
WILLIAMS, A. L., of Washington, D. C....	0	0	0	1	1	1	1	0	1	0		5	5

In the play-off for second honors, Marr defeated both Duryee and Bean.



## The Etiquette of Roque



[The following points were prepared for the Roque columns of The Golfer by the official editor. Although hitherto unwritten, they have always found expression in actual play by all those that know and observe the requirements of true gentlemanly courtesy in connection with the strict observance of the rules.]

1. No spectator, umpire or player (except a partner) should speak while the player is in the act of striking.

2. No player or onlooker should embarrass a party in the act of striking, either by taking position near him, or in the line of the direction of his play.

3. The umpire should, however, take any position adapted for observing the correctness or the result of any stroke, provided he does not interfere with the player's stroke.

4. No advice as to play, or information as to error, should be given by anyone not connected with the game as a contestant.

5. The umpire should express his opinion only when asked to do so.

6. While a strict observance of the rules is necessary for the proper conduct of the game, players should remember that there *is* such a thing as being *offensively* particular in unimportant situations, and this should be avoided, because, next to pleasant and profitable exercise, the development of gentlemanly courtesy and the winning of the regard of others, are to be regarded as of great importance.

7. Players having finished a game should not begin another if other members are present, and desirous to play.

8. All loud discussion as to the interpretation or application of the rules, or concerning the conduct of the game should be discountenanced, and regarded as opposed in all respects to the true interests of the game.

9. Any damage to an arch or the surface of the court should be repaired at once.

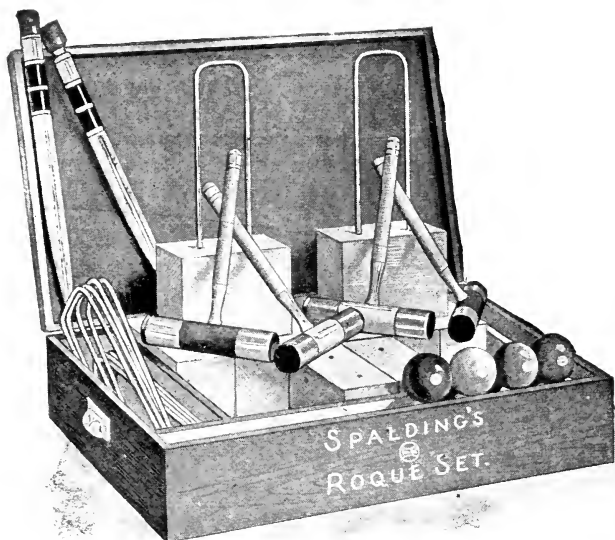
10. It is not considered as required by courtesy in Roque to inform an opponent, if he is in the act of striking the wrong ball, or making



the wrong arch. An error is an *error*, whether made with the head or with the hand.

11. Especially should players avoid any manifestation of the lack of self control, either in act or language. The ability to keep one's temper under pressure is a legitimate object in this, as well as other sports, and its attainment may prove the greatest possible victory.

12. It should be remembered that all differences based upon the belief of each party that the other is wrong, may be settled by having recourse to the lot. (See Rule 54.)



## Game of Rogue Complete Sets

Expert Set—consisting of four expert mallets, made in accordance with League regulations; four gutta percha balls, regulation size, and guaranteed unbreakable; ten hard wood sockets nicely finished; ten steel wire arches, frosted finish, a book of rules. All put up in handsomely finished box with brass clasp and padlock.

**No. IX. Set Complete, \$50.00**

We shall also make up a cheaper set and are prepared to furnish mallets and balls separate. Prices on application.

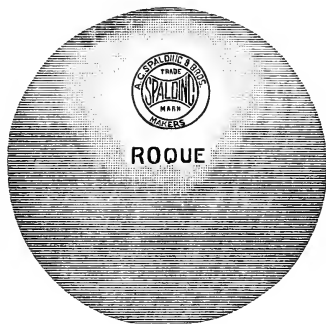
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## Spalding's Official Roque Ball



Realizing the need of a Roque Ball that would be unbreakable and still retain the resiliency which is so essential a feature of its makeup, we have conducted for over a year a series of experiments, and are now able to guarantee a ball that will not break or chip, and will make good any that give way during the season in which they are purchased. These balls are made of lignite, are regulation size and weight, and finished in red, white, blue and black. Packed complete in box.

Price, per set of four, \$10.00



Spalding's handsomely illustrated catalogue of Spring and Summer Sports mailed free to any address.

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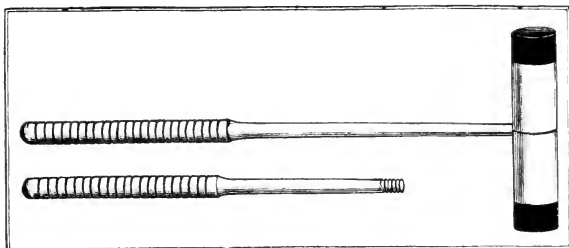
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## Spalding's Expert Roque Mallets



Expert Roque Mallet. Same style as used by all competitors in the championship events at Norwich and Washington. Metal bands, nickel-plated, extra heavy rubber tip at one end. Handles 17-inch, with 2 or 2¼-inch head. Other length handles to order only.

Each, . . . . . \$4.00



## Spalding's Croquet Mallets

Persimmon head, leather cap on one end, plated bands, hickory handle, threaded, finely polished, packed in box, with 12-inch handle.

No. 16. Mallet, . . . . . \$2.50

Persimmon head, hickory handle, either 18 or 24-inch, threaded and finely finished.

No. 17. Mallet, . . . . . \$1.50

Dogwood head, hickory handle, either 18 or 24-inch, glued to head, nicely finished.

No. 14. Mallet, . . . . . \$1.00

Write for handsomely illustrated catalogue of athletic sports.

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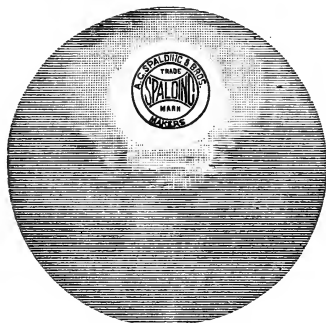
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# Spalding's Croquet Balls



Made of a composition that is unbreakable, regulation size and weight, painted red, white, blue and black. Packed complete in box.

Per set of four, . . . . . \$6.00

Maple balls, painted solid red, blue, white and black, and varnished.  
Packed in box.

No. 3B. Per set of four, . . . . . \$1.25

## Stakes

Heavy Stakes, head stake painted red, blue, white, black, green, purple, yellow and brown, and varnished.

No. 2. Per pair, . . . . . 75c.

## Wickets

Heavy steel wire, heavily japanned white. Packed in box.

No. 1. Per set of ten, . . . . . \$1.25

Catalogue of all athletic sports free to any address.

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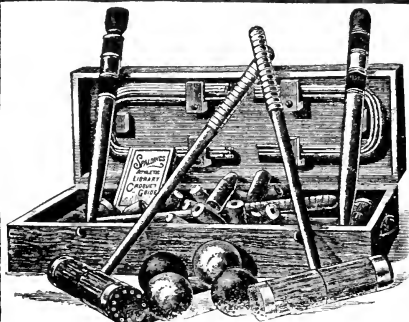
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## SPALDING'S CROQUET SETS



### No. 50 Croquet Set

Consisting of 4 mallets, 9-inch persimmon heads, leather cap on one end, plated bands, 24-inch hickory handles, threaded, head and handle extra fine finish; 4 balls, dogwood, nicely painted solid red, blue, white and black, and extra coat of varnish; 2 stakes, extra heavy head and foot stake, nicely painted red, blue, white and black, and extra coat of varnish; 10 wickets, extra heavy steel wire, nicely japanned white; 20 sockets for wickets, 1 copy rules.

No. 50. Complete, in box, \$12.00

### No. 40 Croquet Set

4 mallets, 9-inch persimmon heads, 24-inch hickory handles, threaded to head, painted red, blue, white and black, and coat of varnish; 4 balls, dogwood, painted solid red, blue, white and black, and varnished; 2 stakes, extra heavy, painted red, blue, white and black and varnished; 10 wickets, extra heavy steel wire, japanned white; 20 sockets for wickets, 1 copy rules.

No. 40. Complete, in box, \$8.00

### No. 20 Croquet Set

8 mallets, 8-inch maple heads, 24-inch ash handles, glued to head, nicely varnished; 8 balls, maple, painted solid red, blue, black, white, green, purple, yellow and brown, and varnished; 2 stakes, varnished; 10 wickets, japanned white; 20 sockets for wickets; 1 copy rules; 1 box, hinged cover.

No. 20. Complete, in box, \$6.00

### No. 30 Croquet Set

4 mallets, 8-inch persimmon heads, 24-inch hickory handles, glued to head, nicely painted red, blue, white and black, and varnished; 4 maple balls, nicely painted solid red, blue, white and black, and varnished; 2 stakes, painted red, blue, white and black; 10 wickets, steel wire, japanned white; 20 sockets for wickets; 1 copy rules.

No. 30. Complete, in box, \$6.00

### No. 10 Croquet Set

4 mallets, 8-inch maple heads, 24-inch ash handles, glued to head, nicely varnished; 4 balls, maple, painted solid red, blue, white and black, and varnished; 2 stakes, varnished; 10 wickets, japanned white; 20 sockets for wickets; 1 copy rules.

No. 10. Complete, in box, \$4.00

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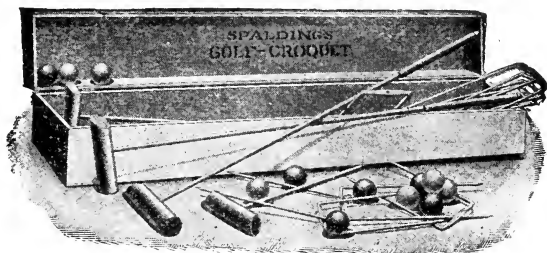
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# SPALDING'S GOLF-CROQUET



Golf-Croquet is a new game that combines the good features of both Golf and Croquet. The ball used is a small croquet ball. The mallet used is similar to a croquet mallet, only with a longer handle, like a golf club. One end of the mallet is lofted so that in the first drive, which is made exactly as in the game of golf, the ball is sent quite a distance. Vardon has driven the ball over one hundred yards. When near the wicket, of course, the approach shot, or shot through the wicket is made with the other end. The wickets are gone through with the same as in croquet, but they are placed irregularly and at irregular distances, so that the croquet ground resembles more a miniature golf course with wickets instead of cups.

The game was originated by Lieutenant-Commander Henry McCrea, of the United States Navy, and all those who have played it are delighted with it.

## COMPLETE SETS

**No. 1.** This set comprises four golf-croquet mallets, with persimmon heads, hickory shafts and leather grips; six whitewood balls, three painted red and three painted white, nine heavily nickel-plated arches, packed in a substantial hinge-cover box, with book of rules. **\$10.00**

**No. 2.** This set comprises four golf-croquet mallets, with selected persimmon heads, beveled brass shoe on one end of head to protect same; selected hickory handles, with leather grips, six selected whitewood balls, three painted red and three painted white, nine extra heavy nickel-plated wickets, with small hole for pin flags for marking same. Packed in a varnished box, hinged cover, with book of rules. **\$12.00**

Extra balls. Per dozen, \$2.00

## MALLETS

**No. 21.** Good quality hickory shafts, leather grips, **\$1.00**  
**No. 22.** Selected quality, brass shod, selected hickory shafts, leather grips. **1.25**

## WICKETS

**No. 31.** Nickel-plated. Per set of 9, **\$4.00**  
**No. 32.** Heavily nickeled. Per set of 9, **4.50**

## BALLS

**No. 12** Whitewood Balls. Per dozen, **\$2.00**

Complete Catalogue of Athletic Sports Mailed Free.

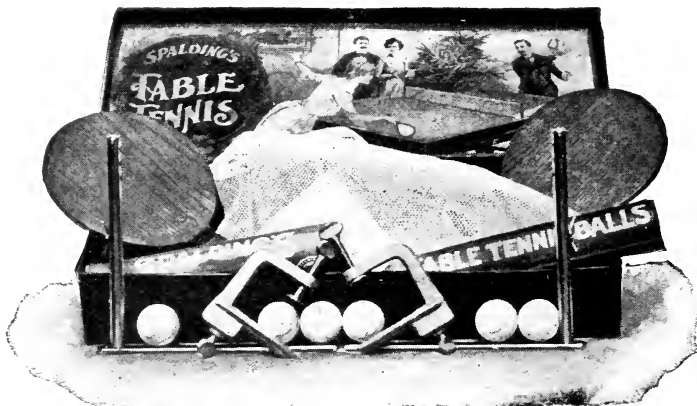
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## SPALDING'S TABLE TENNIS



No. C

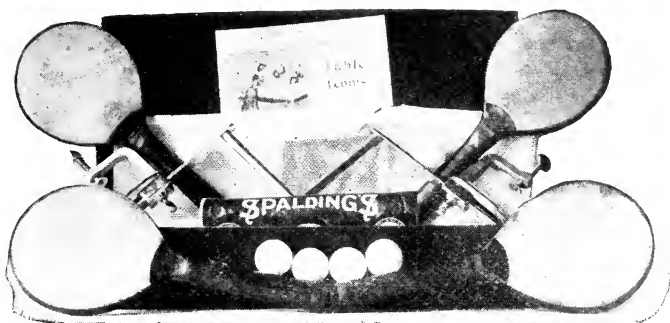
### COMPLETE SETS WITH WOOD BATS

- No. 0. Comprising pair of wood posts and wire clamps, net, six balls and two wood bats octagon handles. Packed complete in box with rules for playing..... **\$1.00**
- No. A. Comprising pair of well finished wood posts with wire clamps attached, net three feet nine inches long, two wood bats No. L and six balls. Set packed complete in substantial box with rules for playing..... **2.00**
- No. B. Comprising pair of metal posts with extension slides and clamps, five foot net, two wood bats No. L and six balls. Set packed complete with rules for playing in embossed double cardboard box..... **3.00**
- No. C. Comprising pair nickel-plated posts with metal extension slides and clamps, five foot net, two hardwood polished bats No. M and twelve balls. Set packed complete, with rules for playing, in handsome wood box..... **5.00**
- No. D. Comprising pair finely finished nickel-plated posts, extension slides and clamps, six-foot net, four hardwood polished bats No. M, assorted styles, and twelve balls. Set packed complete with rules for playing, in highly polished wood box..... **7.50**

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## SPALDING'S TABLE TENNIS



No. D7

### SETS EQUIPPED WITH DOUBLE HEAD VELLUM BATTLEDORES

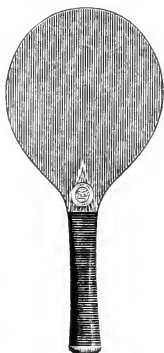
- No. **A6.** Posts, clamps, net and balls, same as furnished with No. A set. Two double head vellum No. 6 battledores and rules for playing furnished with above. Complete in substantial box..... **\$2.00**
- No. **B6.** Specifications same as No. B set, but furnished with two double head vellum battledores No. 6 instead of wood bats..... **3.00**
- No. **C7.** Equipment same as with No. C set, but furnished with two best quality calf vellum double head battledores instead of No. M wood bats..... **5.00**
- No. **D7.** Every article furnished with this set of finest obtainable quality. Equipment same as with No. D set, but furnished with four best quality calf vellum double head battledores, assorted styles, instead of No. M wood bats. **7.50**

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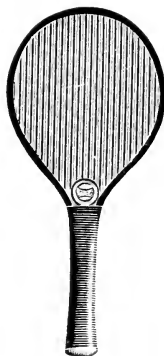
## SPALDING'S TABLE TENNIS



No. R L  
Leather Covered Handle



No. C



No. R T  
Wound Handle

## WOOD BATS FOR TABLE TENNIS

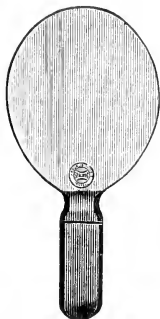
No. <b>RL.</b> Rubber covered head wood bat, leather bound, leather covered handle.....	<b>\$1.25</b>
No. <b>KL.</b> Cork covered head wood bat, leather bound, leather covered handle.....	<b>1.00</b>
No. <b>DL.</b> Canvas covered head wood bat, leather bound, leather covered handle.....	<b>.75</b>
No. <b>HL.</b> Leather covered head wood bat, leather bound, leather covered handle ....	<b>.75</b>
<hr/>	
No. <b>RT.</b> Rubber covered head wood bat, leather bound, walnut or hardwood handle wound with pitched twine....	<b>1.25</b>
No. <b>KT.</b> Cork covered head wood bat, leather bound, wal- nut or hardwood handle wound with pitched twine....	<b>1.25</b>
No. <b>HT.</b> Leather covered head wood bat, leather bound, walnut or hardwood handle wound with pitched twine....	<b>1.00</b>
No. <b>DT.</b> Canvas covered head wood bat, leather bound, walnut or hardwood handle wound with pitched twine....	<b>1.00</b>
No. <b>C.</b> Polished hardwood head, spliced cane handle, wound with pitched twine.....	<b>1.00</b>
No. <b>B.</b> Polished hardwood head, walnut or hardwood handle wound with pitched twine.....	<b>.75</b>

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## SPALDING'S TABLE TENNIS



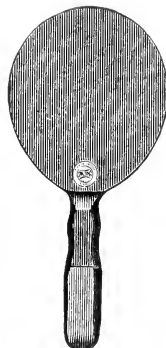
Octagon



Oblong



Round

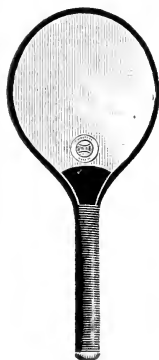


Shaped

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No. KW.	Cork covered head, leather bound, wood handle.	1.00
No. RW.	Rubber covered head, leather bound, wood handle	1.00



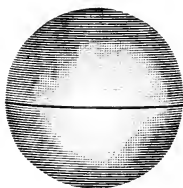
No. VT

### DOUBLE HEAD CALF VELLUM BATTLEDORES

No. VW.	Extra large double head best quality calf vellum battledore, leather bound. Furnished with either octagon, oblong, round or shaped wood handle..	\$1.00
No. VL.	Extra large double head best quality calf vellum battledore, leather bound, leather covered wood handle...	1.25
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No. R

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No. S

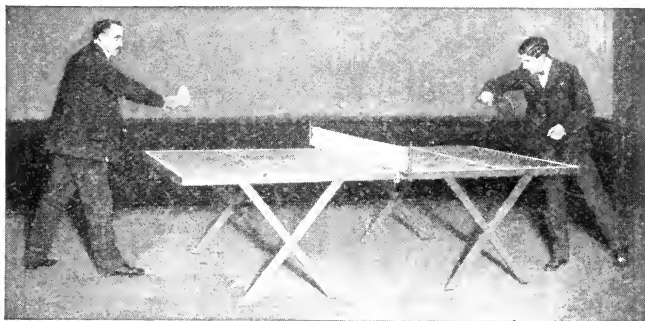
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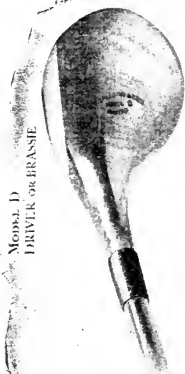
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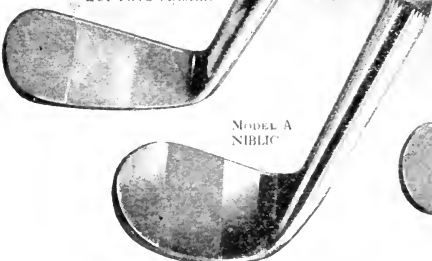
MODEL A  
PUTTER



MODEL B  
LOFTING MASHIE



MODEL C  
PUTTING CLEEK



MODEL C  
LOFTING MASHIE



MODEL A  
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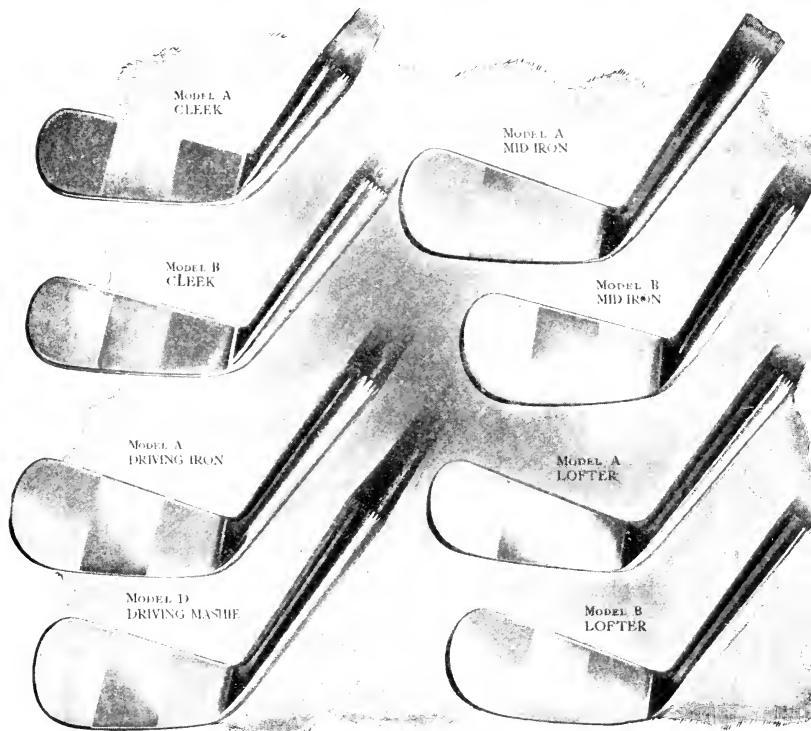
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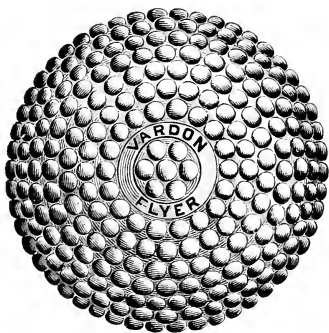
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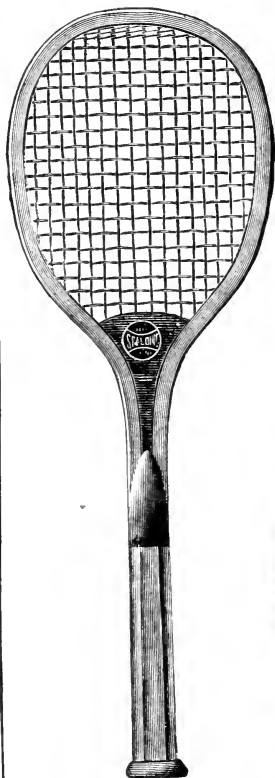
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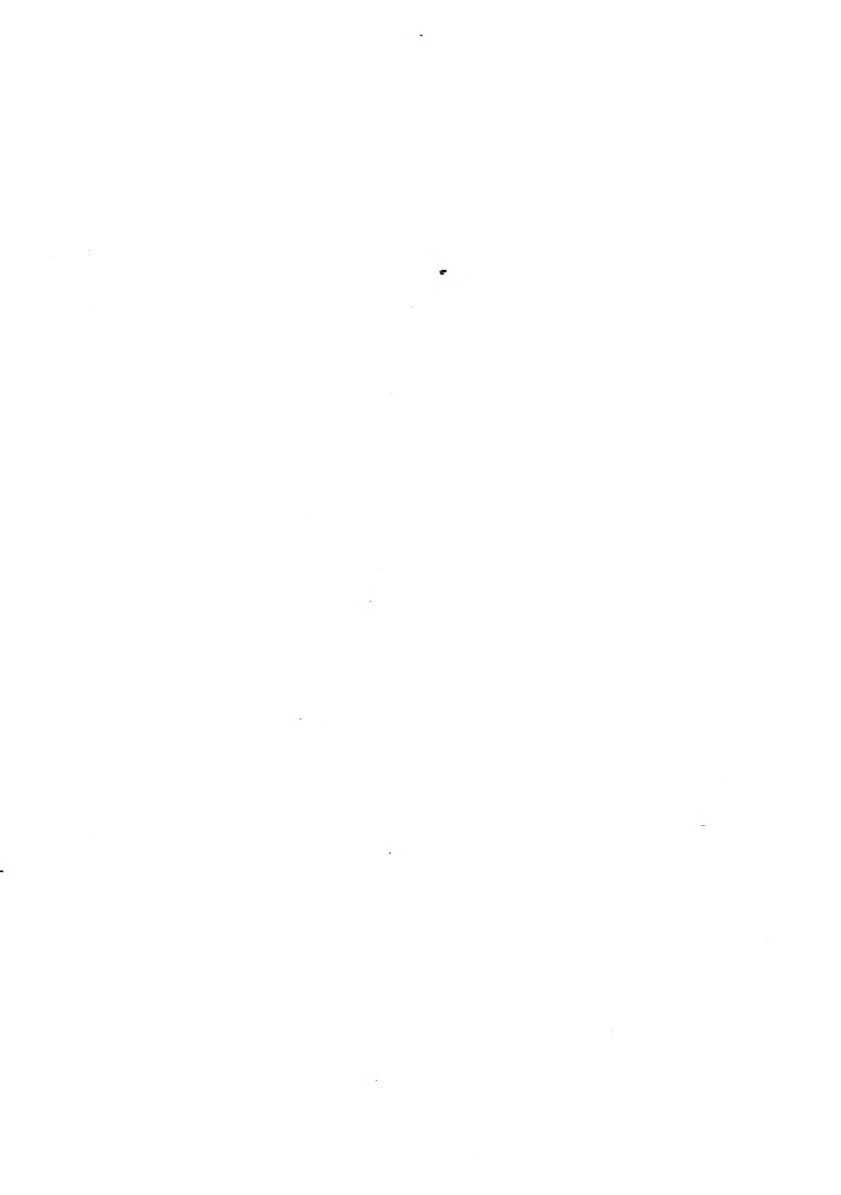


























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